

Oualid El Boukhari

Software Engineering Student · Aspiring DevOps Engineer

ouel-bou@student.1337.ma | +212 650 864 574 | github.com/ouvled86 | Tetouan, Morocco

PROFILE

Software Engineering student at **1337 School (42 Network)** with a strong focus on DevOps practices, containerization, and system architecture. Experienced in building multi-service Docker infrastructures, CI/CD pipelines with GitHub Actions, and monitoring with Prometheus & Grafana. Passionate about automating workflows, improving deployment reliability, and continuously learning new DevOps tools. Proven ability to work autonomously in peer-driven environments.

PROJECTS

The Hive — ft_transcendence

Mar 2026 — Jul 2026

Full-stack web platform connecting tradesmen and clients, built with a team of 5. Owned the complete DevOps pipeline:

- Multi-container **Docker Compose** infrastructure (dev & prod) with replica scaling and health checks
- **GitHub Actions** CI/CD workflows for PR automation and branch-naming enforcement
- **NGINX** reverse proxy with ModSecurity WAF (OWASP CRS), plus a **Prometheus & Grafana** monitoring stack

Inception (github.com/ouvled86/Inception)

Mar 2026

Built a complete Docker-based infrastructure from scratch — containerized a LEMP stack with NGINX, WordPress, and MariaDB using custom Dockerfiles. Configured Docker networks, volumes, TLS certificates, and container restart policies.

webserv

Nov 2025

Built an HTTP/1.1 compliant web server in **C++98** from scratch with non-blocking I/O multiplexing, CGI execution, and configuration file parsing.

C++ Modules (00–09)

2025 — 2026

Completed all 10 modules of the 42 C++ curriculum — mastered OOP and its four pillars (encapsulation, inheritance, polymorphism, abstraction), exception handling, STL containers & algorithms, and templates.

cub3d

Apr 2025

Implemented a 3D game engine inspired by Wolfenstein 3D using raycasting in C with MiniLibX — rendering, player movement, texture mapping, and map parsing.

EDUCATION

1337 School — 42 Network, Campus Tetouan

2023 — Present

Computer Science · **Level 11.9**

Peer-to-peer, project-based curriculum: systems programming in C/C++, networking, containerization, and collaborative team projects. Currently enrolled in the **Boots DevOps** learning path (Prometheus, Grafana, ELK Stack, CI/CD pipelines).

TECHNICAL SKILLS

DevOps & Infrastructure	Docker, Docker Compose, GitHub Actions, CI/CD, NGINX, Makefile
Monitoring & Security	Prometheus, Grafana, ModSecurity, WAF (OWASP CRS)
Languages	C, C++, Python, Shell / Bash, YAML
Tools & Platforms	Git, Linux, Vim, PostgreSQL, MariaDB

LANGUAGES

Arabic — Native

English — Advanced

French — Intermediate