MAROUANE LAAMIRI

SOFTWARE ENGINEER & SYSTEM ARCHITECT

+212 6 05 39 26 53
marouane.laamiri1999@hotmail.com
El Jadida, Morocco
marouanelaamiri.github.io

PROFESSIONAL SUMMARY

Results-driven Software Engineer at 1337 (42 Network) with a strong foundation in hardware maintenance and system troubleshooting. I specialize in building robust, low-level architectures in C/C++ and developing automation tools that optimize system performance and stability.

TECHNICAL ECOSYSTEM

- Languages: C, C++, Python, Bash.
- Tools: Linux/Unix, Docker, AWS, Visual Studio, Git.
- Expertise: System Troubleshooting , Concurrency, Automation, Hardware Maintenance.
- Languages: Arabic (Native) , English (Advanced) , French (Intermediate).

PROFESSIONAL EXPERIENCE

Freelance IT Consultant & Technician | 2016 – Present

- Troubleshoot and resolve complex hardware and software issues for various clients.
- Manage computer repairs, laptop maintenance, and network configuration.
- Provide strategic technical support and equipment maintenance to optimize user workflows.

Volunteer IT Technician | Local Community College | 2020 – 2021

- Resolved critical hardware and software outages for students and faculty.
- Maintained network infrastructure and managed software deployments.

EDUCATION

Software Engineering | 1337 (42 Network) | Current

Intensive peer-to-peer program focused on low-level system programming, algorithms, and UNIX architecture.

Two years of Computer Science Engineering | Radio Electronic Engineering Dept, Ukraine | 2022

DUT (Technical University Degree) in Economy & Management | FSJESJ | 2020

Baccalaureate in Economy & Management | Amine High School | 2018

TECHNICAL CASE STUDIES (1337 CURRICULUM)

- IRC Server (C++ 98): Currently engineering a fully functional Internet Relay Chat server from scratch. Implementing socket programming and advanced C++ concepts like SFINAE and Template Metaprogramming.
- Minishell (C): Rebuilt a POSIX-compliant shell. Managed process forking, signal handling, and file descriptor redirections to ensure bash-level stability.
- Philosophers (C): Solved complex concurrency bottlenecks using thread synchronization and Mutexes to prevent deadlocks in shared resource environments.
- Cub3D (C): Developed a real-time 3D graphics engine using Raycasting algorithms to render depth and perspective without external graphics libraries.