



# Azeddine Hamdaoui

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in [Azeddine Hamdaoui](#) 🔄 [azeddine-hmd](#) 🖱 [azeddine.xyz](#)

## Education

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**Software Engineer**, *1337 (42 network)* 📄

2019 – present | Benguerir

## Projects

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**ft\_transcendence**, *ping pong multiplayer web game* 📄

Online web application game where people can play ping pong with others real-time. with many features as authentication, chatrooms, profile and watching other game live.

Demo: [transcendence.azeddine.xyz](http://transcendence.azeddine.xyz) 📄

Github: [github.com/azeddine-hmd/ft\\_transcendence](https://github.com/azeddine-hmd/ft_transcendence) 📄

**WebServ**, *Http Web Server*

A super fast single thread no-blocking IO Web server in c++ using socket programming and other low level apis.

Github: [github.com/azeddine-hmd/webserv](https://github.com/azeddine-hmd/webserv) 📄

**Minishell**, *Bash like shell*

Unix shell (similar bash) and command line interpreter. It can parse and process most essential bash tokens (command, redirection, quotes variation, etc).

Github: [github.com/azeddine-hmd/minishell](https://github.com/azeddine-hmd/minishell) 📄

**ft\_container**, *STL Library c++*

An implamantion of c++ stl containers such as Vector, Stack, Map, Iterators, etc...

Github: [github.com/azeddine-hmd/ft\\_containers](https://github.com/azeddine-hmd/ft_containers) 📄

**Cub3d**, *Raycasting Graphic Game*

This project is inspired by the world famous game, cociderate like the first FPS never developed. First look of the ray-casting. The aim is to do a dynamic view in a maze.

Github: [github.com/azeddine-hmd/cub3d](https://github.com/azeddine-hmd/cub3d) 📄

**Philosophers**, *Asynchronise programming*

This project about solving problem that requires asynchronous approach in c.

Github: [github.com/azeddine-hmd/philosophers](https://github.com/azeddine-hmd/philosophers) 📄

## Languages

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English

