

# Yahya Boukhmira

Software Developer

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## Technical Projects

### Python & High-Level Development

- **Python 42 Modules:** Completed the rigorous 42 Python curriculum, focusing heavily on object-oriented design patterns, advanced data validation, and robust exception handling.
- **A-Maze-Ing:** Built a maze generator and solver with terminal animation using Python, heavily utilizing graph traversal algorithms (DFS, BFS, Prim's) and collaborative team workflows.

### Systems Programming & Architecture (C)

- **So Long:** Developed a 2D game using C and MiniLibX, focusing on event-driven programming and real-time rendering without a commercial game engine.

### Algorithms & Data Structures

- **push\_swap:** Designed a highly optimized algorithm to sort integers using two stacks, applying strict constraints on the minimum number of moves and calculating complexity.

### System Administration & DevOps

- **Born2beroot:** Configured a secure Debian Linux server environment completely from scratch within a virtual machine (no GUI), managing users, firewalls (UFW), SSH, network configurations, and storage partitioning.

## EDUCATION

1337 Coding School (42 Network) | Oct 2025 — Present Computer Software Engineering

ENSA Safi | 2024 — 2025

ENCG Agadir | 2023 — 2024

## SKILLS

**Languages:** Python (OOP, Scripting), C (Low-level), C++

**Systems & DevOps:** Linux Server Administration (Debian), Memory Management, File I/O, Bash

**Concepts:** Algorithms & Data Structures, Object-Oriented Programming, Graph Traversals (DFS, BFS)

**Tools:** Git & Version Control, Makefiles, Terminal

## Extracurricular

Content Creator — [@YahCodes](#)

Manage a YouTube channel dedicated to sharing programming knowledge, roadmaps (Python, Cybersecurity), and making technical concepts easier to approach for self-taught developers.

## LANGUAGES

**Arabic:** Native

**English:** Fluent (Professional Working Proficiency)

**French:** Intermediate (or Professional Working Proficiency)