ELALJ MOHAMED

Software Engineer

EDUCATION

1337 CODING SCHOOL

2022 - 2025

- Digital Technology Architect

SKILLS

- JavaScript
- TypeScript
- Next.js
- React.js
- HTML/CSS
- Python
- Flask
- API'S
- C/C++
- Git/Github
- Figma

LANGUAGES

- Arabic: Native
- English: Intermediate
- French: Intermediate

CONTACT

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PROFILE SUMMARY

Passionate about technology and programming, my education and hands-on projects have allowed me to develop strong skills in problem-solving, teamwork, and project management. I am constantly seeking new trends and technological advancements, and I am open to internship opportunities to apply my skills and contribute to the field of computer science.

PROJECTS

F1 HUB AI — NOV 2025

- Developed a **dynamic Formula 1** news **web application** using **Next.js** and **TypeScript**.
- Integrated live news **APIs** to **fetch** real-time Formula 1 updates.
- Added an interactive **ChatGPT-powered assistant** to provide article insights and related content.
- Focused on **responsive design**, user engagement, and smooth data interactions across the application.

TRANSCENDENCE — APR 2025

- Developed a complete **web application** as part of a team project.
- Designed and implemented an **interactive interface** featuring a **multiplayer** Pong game, chat system, and social features.
- Built the **frontend** using **HTML**, **CSS**, and **JavaScript**.
- Strengthened skills in **frontend** development and improved understanding of **full-stack** architecture.
- Gained experience working in an agile team environment, focusing on collaboration and iterative development.

ChatBot — JUL 2025

- Created an **AI chatbot** web application using **Flask** and **Python**.
- Integrated the app with the **OpenAI API** and **function calling** to enable dynamic, intelligent responses.
- Built a sleek, user-friendly **frontend** with **HTML**, **CSS**, and **JavaScript**.

CUB3D — DEC 2024

- Recreated a retro **FPS** inspired by **Wolfenstein 3D** using **raycasting** to generate a **3D** world from a 2D maze.
- Implemented **textured** walls, dynamic **shading**, and smooth **player movement** with collision detection.
- Strengthened skills in **raycasting** algorithms, **texture mapping**, perspective correction, and performance optimization.
- Reproduced classic **FPS** mechanics, delivering an authentic retro **gameplay** experience.