



EL Mahdi Abdelhadi *Full-Stack Software Engineer*

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Full-Stack Software Engineer with a strong focus on backend architecture, API development, and large-scale data processing systems. Experienced in building and deploying data-intensive applications using Node.js, React/Next.js, and Python (Django REST Framework). Passionate about system design, automation, and performance optimization.

Professional Experience

Full-Stack Software Engineer, Crawlo.com Dec 2023 – Dec 2024 | Meknes

Engineered scalable web crawling pipelines for large-scale e-commerce data extraction from multiple sources. Designed and implemented a full-stack system for automated e-commerce pricing data ingestion, processing, and real-time monitoring, handling millions of records.

Tech Stack: Node.js, Express, Vue.js, MongoDB, Docker, Elasticsearch, Puppeteer, RabbitMQ.

Production Shift Supervisor, SSM (Société de Sel de Mohammedia) Jul 2019 – Jul 2021 | Mohammedia

Managed a team of 20+ operators across the underground salt production chain, ensuring daily output targets, safety compliance, and operational efficiency.

Production Shift Supervisor, GMC (Générale des Mines et Carrières) Feb 2019 – Jul 2019 | Benslimane

Supervised quarry extraction operations at the *Square Stone* site.

Education

1337 Coding School, 42 The Network Nov 2021 – Feb 2026 | Khouribga

Computer Software Engineering.

Mining Institute of Marrakesh 2016 – 2018 | Marrakech

Specialized Technician in Mines & Quarries (Bac +2).

Moulay EL-HASSAN High School 2015 – 2016 | Missouri

High School Diploma in Experimental Sciences (Physics-Chemistry).

Projects

Mubadala Trade Analytics: Solo Project

Developed and deployed a full-stack trade analytics platform with advanced data exploration and filtering capabilities, backed by a 16M+ record star-schema PostgreSQL database, implemented using Next.js and Django REST Framework.

42 Transcendence: Team Project (3 members)

Developed a full-stack gaming platform with OAuth login, real-time chat, and a 2D Pong game using Angular, NestJS, and PostgreSQL.

42 Webserv: Team Project (2 members)

Built a C++98 HTTP server from scratch, supporting static files, CGI, and file uploads.

42 MiniRT: Team Project (2 members)

Built a multi-threaded ray tracer in C supporting spheres, planes, and cylinders, with lighting and shadows.

Additional 42 Projects

Built low-level system projects, including a Unix shell, containerized infrastructure, and multithreaded applications. Gained experience in process management, networking, concurrency, and system design.

Technical Skills

Languages: JavaScript, TypeScript, Python, C/C++ • **Frontend:** React, Next.js, Angular, Vue.js • **Backend:** Node.js, Express, NestJS, Django • **Databases:** PostgreSQL, MongoDB, Redis • **Tools:** Docker, Git, Figma •

AI-Assisted Development: Cursor, GitHub Copilot, Claude Code

Languages

Arabic (Native) • **English** (Fluent) • **French** (Proficient)