DIENG
Moussa
Full Stack Developer

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📍 Dakar, Sénégal

EDUCATION

2020 - 2021
BAC (BACCALAUREATE)

- Certificate of Proficiency in Secondary Education (série S1: Mathematics - Physical Sciences)

2021 - 2022
LICENCE 1

- Mathematics - Physical Sciences - Informatics at **University Cheikh Anta Diop**

2022 - 2023
ZONE 01 TALENT PROGRAM

- Learner at Zone 01 Talent

SKILLS

- Proficient in developing web applications from the front-end to the back-end.
- Strong expertise in both front-end technologies (HTML, CSS, JavaScript, React etc.) and back-end technologies (golang).
- Experience with databases such as MySQL databases.
- Proficient in version control systems like Git.
- Knowledgeable about RESTful API design and integration.
- Excellent problem-solving skills and ability to work in cross-functional teams.
- Continuous learning and keeping up-to-date with the latest industry trends and technologies.

LANGUAGES

- English - Level B1
- French - Level C1
- Wolof

PROFILE INFO

I'm an enthusiastic Full Stack Developer skilled in both front-end and back-end technologies. I specialize in creating dynamic and user-friendly web applications, with a strong command of JavaScript for interactive front-end interfaces. My proficiency in Golang enables me to build efficient and scalable server-side solutions. I'm dedicated to delivering high-quality software and staying updated with industry trends to bring innovation to every project.

EXPERIENCE

WEB FORUM | 2023

- Utilized Go as the backend language
- Developed a feature-rich web forum facilitating user communication, category association for posts, and liking/disliking of content.
- Utilized SQLite database, with an entity relationship diagram for efficient data storage and retrieval.
- Created a robust login system with session management and cookie-based authentication.
- Enabled users to create and view posts and comments, enhancing user interaction.
- Utilized Docker for containerization, ensuring ease of deployment and scalability.
- Implemented a filter mechanism for posts by categories, created posts, and liked posts.
- Expanded the main project to allow registered users to create image-rich posts.
- Enhanced the forum's authentication by adding authentication options through Google and Github.

This project showcases my expertise in full-stack development, database design, user authentication, and web application features, underlining my ability to deliver a comprehensive and functional web forum solution.

GROUPIE TRACKER I 2023

- Developed a web-based platform for manipulating and visualizing data from a given API.

- Utilized Go as the backend language

- Built on the principles of the main project, Groupie Tracker Geolocalization aimed to map concert locations of artists/bands.

- Utilized geocoding to convert addresses into geographic coordinates and placed markers on a map for concert locations.

- Extended the functionality of the main project to include a search bar for specific text inputs within the website.

- Implemented a program that enables users to search for artists, members, locations, first album dates, and creation dates.

- Designed the search bar to provide case-insensitive search capabilities and typing suggestions for a seamless user experience.

- Extended the main project's capabilities by incorporating filters for artists/bands.

- Allowed users to filter results based on criteria such as creation date, first album date, number of members, and concert locations.

These projects collectively demonstrate my proficiency in Go programming, web development, data manipulation, geolocation, search functionality, and data filtering, while adhering to coding best practices and ensuring a reliable user experience.

NET-CAT I 2023

- Developed a Server-Client architecture resembling the functionality of the NetCat utility.

- Supported both server and client modes for data transmission over TCP connections.

- Written in Go with the use of Go-routines, channels, or Mutexes.

- Limited the maximum number of connections to 10.

This project demonstrates my expertise in Go programming, network communication, multi-client architecture, real-time chat functionality, and adherence to coding best practices while ensuring code reliability through unit testing and comprehensive error handling.

LEM-IN I 2023

- Created a program to simulate an ant farm and find the quickest path for ants to traverse a colony of rooms and tunnels.

- Read input from a file describing the ants, rooms, and tunnels.

- Created a program to simulate an ant farm and find the quickest path for ants to traverse a colony of rooms and tunnels.

- Utilized Go language and adhered to coding best practices.

This project demonstrates my proficiency in Go programming, input parsing, pathfinding algorithms, and adherence to coding best practices while ensuring robust error handling for reliable operation.