

Hassan Oigag

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Summary

Full-Stack Developer with experience in building scalable FastAPI services. Developed secure, containerized applications using Docker. Proficient in Python and TypeScript, eager to leverage technical skills and problem-solving abilities in a Full-Stack Developer role.

Work Experience

Eva Group

Backend developer

Nov 2024 - Present

Tetouan - Morocco

- Built a FastAPI service integrating 18+ insurance providers across 5 product lines, enabling seamless expansion through an extensible provider registry
- Reduced latency by 70% and third-party API calls by 85% through async/await concurrency, Redis caching, and provider lazy loading.
- Deployed secure, containerized applications with Docker, API key/SSL authentication, and structured monitoring—achieving sub-2s response times for batch quotations.

Education

Mohammed VI Polytechnic University-1337 Coding School

IT Architect

Sep 2022 - Sep 2024

Tetouan - Morocco

High School Institute of Technology

University Diploma of Technology

Sep 2018 - Sep 2020

Agadir - Morocco

Projects

ClipAF – AI Video Platform

- Developed full-stack features for multiple video templates, including backend AI job orchestration and frontend template-specific editing and live preview using Remotion.
- Built a responsive dashboard and workspace UI, split-screen editing, and seamless interaction for video creation and management.
- Designed a template-driven architecture enabling easy addition of new templates, reusable components, and scalable rendering logic.

BrainFast - Seamless AI Chatbot Builder

- Implemented a modular resource extraction system capable of ingesting files, text, and websites, with an architecture that allows easy addition of new resource types.
- Developed and maintained a queue-based processing system using BullMQ and Redis to handle asynchronous AI jobs and track resource processing status efficiently.
- Built full-stack features for the web dashboard, API server, and testing interfaces, enabling users to manage resources for AI-powered chatbots.

BlitzPong - Multiplayer Online game

- Architected and developed a web-based single-page ping pong game application, delivering a seamless and interactive user experience from scratch using vanilla JavaScript and pure CSS.
- Engineered real-time multiplayer gaming functionality and a live chat system, leveraging Django REST Framework and Django Channels for robust, low-latency communication.
- Designed and implemented a scalable backend with Django and PostgreSQL, ensuring efficient data management and secure, high-performance game operations.

High-Performance HTTP Server

- Developed from scratch a webserver in C++, using socket programming
- Implemented concurrency mechanisms to handle multiple client connections simultaneously across multiple servers
- Served static content such as HTML, CSS, JavaScript, and image files and uploading files
- Implemented CGI from scratch to handle dynamic content and executing scripts on the server

Skills

- **Programming languages:** C, C++, Python, JavaScript, TypeScript
- **Tools and frameworks:** React, n8n, Django, Automation, Flask, Node.js, Docker, Git, Next.js, FastAPI, AI Agents
- **Databases:** MySQL, MongoDB, PostgreSQL
- **Languages:** English, French, Arabic