



Lisboa, 11/09/2025

COURSE TRANSCRIPT

Omeir Mohamed Omar Haroon

42 Lisboa, legally ASSOCIAÇÃO 101010 PORTUGAL, with registered office at Av. Infante Dom Henrique 143, 1º 1950-406 Lisboa, PORTUGAL, herein duly represented by Vanessa Zdanowski, Executive Director of 42 Lisboa, hereby **certifies** that **Omeir Mohamed Omar Haroon**, born on **24/04/2004**, is a student of 42 Lisboa and has successfully completed the projects of the **42 Common Core** curriculum listed below.

It is furthermore certified that the student has completed **17 out of 17 projects** of the 42 Common Core curriculum and **5 out of 5 exams**. Graduation is validated upon successful completion of **Work Experience I**. Throughout this stage each student is presented the option to choose between different available tracks leading to a unique personal path.

Founded in July 2020, 42 Lisboa is a member of the worldwide network of schools **42 Network**, a non-traditional educational institution providing high-quality, scalable software engineering education accessible to anyone motivated to learn. The curriculum relies on an innovative educational model emphasizing **peer-to-peer learning** and a **hands-on approach to programming**, which has proven effective in preparing students to become industry-ready software engineers within two years.

The Executive Director

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The 42 curriculum is structured in two stages:

1. **Common Core** – an introductory stage covering C programming in a UNIX environment, classic C++, graphics programming, systems and network administration, and web development.
2. **Specialization** – advanced tracks in areas such as Web & Mobile Development, Graphics and Video Games, Cybersecurity, Artificial Intelligence, and Operating Systems, pursued upon successful completion of the Common Core.

Below you can find a short description of the projects completed by Omeir Mohamed Omar Haroon as of 11/09/2025, the results conquered by the student, as well as a description of the projects completed on the Common Core Course.

Each project features a grade expressed as a percentage of success. A project graded at 100% means the student's work was perfectly in line with the expected result. Grades can sometimes be higher than 100% when the work was beyond expectations, up to a maximum of 125%.

Besides the projects, the curriculum features 4 C exams and 1 C++ exam to test and validate students' personal skills without peer interaction or access to the internet.

To successfully graduate from the 42 Common Core, students must demonstrate a 4 to 6 months professional experience in the tech industry, applying to a last project named Work Experience I, starting after the completion of the curricular projects. This professional experience features 3 evaluation moments: the first one is done by the student's mentor and happens half-way the Work Experience I; the second happens at the end of the Work Experience I period and is also done by the student's mentor; the third and last one is the peer-evaluation of a final report through a video and is peer-evaluated like any other 42 students.

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Rank	Project	Estimated workload (hours)	Grade	Completion Date
00	Libft (C) Development of a small C library inspired by the standard library to apply fundamental C programming skills.	70H	125	13/11/2022
01	Get_next_line (C) Implementation of a custom readline-like function in C to practice dynamic memory management and file handling.	70H	112	30/11/2022
01	Printf (C) Development of a minimal printf function in C implementing string formatting and variadic function handling.	70H	100	18/11/2022
01	Born2beRoot (VirtualBox, linux) Setup and configuration of a Linux virtual machine using VirtualBox to demonstrate system administration and security best practices.	40H	110	06/01/2023
02	So-long (C) Development of a 2D video game applying graphics rendering, sprite management, and input event handling.	60H	105	05/04/2023
02	Pipex (C) Implementation of process redirections and pipes in C to develop practical skills in inter-process communication.	50H	100	06/06/2023
02	Push_swap (C) Implementation of sorting algorithms in C.	60H	90	04/03/2023
03	Minishell (C) Development of a custom shell in C handling process lifecycle, parsing, signals, pipes, and job control to demonstrate system programming skills.	210H	101	09/12/2023
03	Philosophers (C) Implementation of multithreading and synchronization in C based on the classical Dining Philosophers problem to demonstrate concurrency management.	70H	100	17/07/2023



04	Netpractice Analysis and correction of TCP/IP network routing issues to apply practical networking and problem-solving skills.	50H	100	14/02/2024
04	Cub3d (C) Development of a 3D engine using raycasting in C to apply foundational graphics rendering techniques.	280H	103	10/05/2024
04	C++ modules _ 00-04 modules Introduction to object-oriented programming in C++ (standard 98).	70H	80	14/02/2024
05	Inception Introduction to containers and Docker.	210H	100	10/02/2025
05	C++ modules _ 05-08 modules Advanced object-oriented programming in C++ (standard 98).	100H	100	27/08/2024
05	C++ Module 09 Implementation of a series of C++98 exercises using standard containers and Orthodox Canonical Form to discover STL, class design, memory management, and Makefile discipline.	40H	100	04/09/2024
05	IRC (C++) Development of an IRC server in C++ fully compatible with standard clients to demonstrate networking and protocol implementation skills.	175H	99	26/09/2024
06	Ft_transcendence (PHP, TypeScript, Node.js, BabylonJS, Tailwind CSS, Docker, SQLite, Avalanche & Solidity) Design and development of a full-stack web application featuring a real-time multiplayer Pong tournament to demonstrate web development, client-server synchronization, and full-stack engineering skills.	245H	106	11/08/2025
EXAMS				
Evaluate the skills and knowledge acquired in each rank		Completed:	5	out of 5.
PROFESSIONAL EXPERIENCE		Work Experience I enrolled	Work Experience I completed	Work Experience I End date
Project Description: <i>Students validate the Professional Experience after completion of the curriculum projects and exams of the Common Core</i>				