Anas Elgarhy | Software Engineer

https://0x61nas.github.io

SUMMARY

I have been passionate about computers and technology since a young age. With proficiency in various programming languages and technologies, I have demonstrated the ability to learn and adapt to new languages and techniques quickly.

My professional experience spans both software engineering and IT industries, where I have successfully applied my skills to develop and implement innovative solutions. I am particularly interested in leveraging my programming expertise to create a positive, real-world impact. I firmly believe that one line of code has the potential to drive significant change.

Additionally, I am deeply committed to the Linux and open-source communities, consistently contributing to and supporting various projects within these ecosystems. My technical expertise includes proficiency in Rust, Python, and Java and experience with frameworks such as Actix, FastAPI, and Spring Boot. I am also adept at using tools like Git, Docker, and Nix, and I have extensive experience with Linux distributions, including Arch Linux and NixOS.

"I just love computers"

EDUCATION

Egyptian E-Learning University Bachelor of Information Technology	Dokki, Egypt Jul. 2020 – Aug. 2024
Beni-Suef University Bachelor of Computer Science	Beni-Suef, Egypt Oct. 2020 – Aug. 2024

EXPERIENCE

Software Developer

Nov 2024 – Present

Raya Information Technology

6th of October City, Egypt

- Developing and maintaining the Transaction Middleware for our banking clients
- Collaborated directly with banking clients to deliver prompt support, critical bug fixes, and feature enhancements.

Software Engineer

Apr 2024 - Nov 2024

Dragons Bootcamp LLC

Wyoming, United States (Remote)

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- · Developed a REST API using FastAPI and PostgreSQL to store data from learning management systems
- Explored ways to improve our learning platform by using state-of-the-art artificial intelligence

Software Engineer (Intern)

Apr 2024 – Jun 2024

LevelUp ESG™

City Of London, England, United Kingdom (Remote)

- Designed the architecture for the PDF generation subsystem, improving document processing efficiency
- Laid the foundation for performance optimization, resulting in improved system responsiveness

Software Engineer (Intern)

May 2023 - Dec 2023

Dragons Bootcamp LLC

Wyoming, United States (Remote)

- · Assisted in developing the roadmap for Java-based backend programs, aligning with project goals and timelines
- Developed a full-stack web application using Spring Boot, React, PostgreSQL, and Docker

PROJECTS

aarty — Mini framework to render images in the terminals/ttys Image-rs, Rust, Just	October 2022 – Present
lqth — Simple but blazingly fast screenshot utility Rust, Just, X11	December 2023 – Present
todo2 — More advanced version of Rust's todo! macro Rust, Just	September 2023 – Present
Ayah — plugin that displays verses from the Qur'an to Muslim developers Java, Gradle	Augusts 2022 – Present
jqca — Simple java wrapper library for alquran-cloud API Java, Maven, Junit, Jackson	July 2022 – Present
jls — Modern alternative to GNU/ls utility Java, Maven	June 2022 – January 2023

jpwd — Modern alternative to GNU/pwd utility | Java, Maven
 JColorfulConsole — Write a colorful text to the console | Java, Maven
 pinterest-login — Login to Pinterest from rust | Rust, Just

June 2022 – July 2023 March 2022 – September 2023 September 2022 – Present

VOLUNTEERING

Open Source Developer

github.com/0x61nas

Jan 2017 – Present *Hybrid*

• image-rs: use the built-in methods to convert the bytes between different representations #2071

- cargo-bundle: create a Linux module to improve the code structure #130
- ockam: show interactive menu to select one or more TCP inlent when user doesn't specify #6544
- ockam: before sending the req to delete the TCP (outlet, inlet, listener) check that the target exists #6553
- ockam: support JSON output in the show subcommand #6325
- halp: add the support for custom URLs #58
- halp: refactor the config system #62
- gpg-tui: upgrade clap from v3 to v4 #56
- And more...

Nixpkgs maintainer

Jun 2024 - Present

github.com/NixOS Remote

- The main maintainer for *flawz* package #312751
 - The main maintainer for tabiew package #315711
 - The main maintainer for rustmission package #322474
 - And more PRs, and reviews.

TECHNICAL SKILLS

Languages: Rust, C, C++, Java, Python, SQL (Postgres), Bash, Lua, X86Assembly-Intel syntax, Java Script **Frameworks**: Actix, Rocket, PyO3, JUnit, FastAPI, Spring Boot, Lombok, Yew, JPA, HTMX, Jackson, Image-rs, Serde, Clap, OpenGL, raylib, SOAP, Jakarta EE

Tools: Git, Cargo, Nix, Maven, Postgres, Just, GDB, 上上X, Make, QEMU, Docker, GitHub, GitHub Actions, GitLab, Vim, Helix, Z-Shell, Neovim, Tmux, Arch Linux, NixOS, PyCharm, IntelliJ, Cachix, HTML, CSS, GCP, Ubuntu, Debian, SSH, Sqlite, Clang, GCC, NASM, FASM, GnuPG, FFMPEG, farbfeld, Wireshark, JBoss, PlantUML

INTERESTS

Low-Level Programming: Passionate about working as close to the hardware as possible. Even with high-level abstractions, I always dive into the smallest details to understand how things work. I dislike black-box systems. **Performance Optimization:** Dedicated to building high-performance, lightweight software and constantly learning new techniques to maximize efficiency.

Linux Systems: Advanced user of Arch Linux, Gentoo, and NixOS. I enjoy exploring and customizing Linux systems in my free time.

Programming Languages: Fascinated by exploring innovative ways to communicate with computers. I'm continuously refining my vision of the perfect programming language, waiting for the right moment to bring it to life.

Reverse Engineering: Well... nothing is closed-source if you can read assembly;)

LANGUAGES

English: Professional Arabic: Native