

# Abdalrahman E'leimat

Software Engineer | DevOps Engineer

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## PROFILE

Motivated software engineer and recent graduate with hands-on experience in Python, Django, SQL, and C/C++ development. Skilled in building low-level system tools, multithreaded applications, and interactive software through project-based learning. Co-founder of a nonprofit IT community, delivering workshops and training programs that foster practical skill development. Eager to contribute to innovative software solutions and explore DevOps practices in a collaborative environment.

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## HIGHLIGHTED SKILLS

- **Programming Languages:** Python, C/C++, SQL, Java, HTML, CSS
- **Databases:** PostgreSQL, Firebase
- **Frameworks and Libraries:** Django, Flutter
- **Tools:** Git & GitHub, Linux, Bash, AWS, GDB, Docker
- **Methodologies:** Test-Driven Development (TDD), Object-Oriented Programming (OOP)
- **Languages:** Arabic ( Native ), English (Fluent)

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## EXPERIENCE

**Co-Founder & Trainer**, DeepDiveNerds (Nonprofit Organization) Jan 2025 - Present

- Delivered IT training programs, workshops, and hackathons to empower learners with practical skills in software development, automation, and problem-solving.
- Built and led a community of tech enthusiasts, fostering collaboration and peer-to-peer learning.

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## PROJECTS

**Project Name:** [Minishell](#)

- Developed a Unix-like command interpreter in C that mimics basic Bash functionalities.
- Implemented features such as command parsing, built-in commands (e.g., cd, echo, pwd), and external command execution.
- Handled input/output redirection and piping, ensuring proper management of processes and file descriptors.
- **Tools Used:** C, Linux, Bash, System Calls

**Project Name:** [Philosophers](#)

- Simulated the classic Dining Philosophers problem to explore concurrency and resource management challenges.
- Leveraged multi-threading to model parallel execution while ensuring safe access to shared resources.

- Implemented synchronization primitives (mutexes and semaphores) to prevent deadlocks and race conditions.
- **Tools Used:** C, Multithreading, Mutex, Semaphores

#### Project Name: Cub3D (In Progress)

- Built a 3D raycasting engine inspired by *Wolfenstein 3D*, rendering a first-person environment from scratch in C.
- Implemented player movement, collision detection, and wall/texture mapping for immersive gameplay.
- Optimized performance and ensured compliance with 42's strict coding standards, focusing on memory management and clean architecture.
- **Tools Used:** C, 42MLX, Raycasting, Math (trigonometry & linear algebra)

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## EDUCATION

Diploma of Software Engineering, 42 Amman	Aug 2024 - Present
Bachelor's in Business Information Technology, The Hashemite University	Sep 2021 - Jun 2025

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## CERTIFICATION / Training

- **DevOps Engineer**, Al Hussein Technical University (HTU)
- **Software Engineering Career Bridging Program**, General Assembly
- **WEB development**, STEM Center
- [Google Data Analytics Specialization](#), Coursera
- [Google IT Support Specialization](#), Coursera
- [Google Project Management: Specialization](#), Coursera
- [Google UX Design Specialization](#), Coursera

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## VOLUNTEERING

- **Innovation Lab Office**, Islamic Charitable Center Society (ICCS), Jordan     **AUG-2023**  
Taught students of various ages to design and build robotics from the ground up, guiding them from no prior knowledge to transforming ideas into tangible products and potential startup projects