

# Elias Rezai

GreenIT

@ eliasanderssons53@gmail.com

github.com/elias6969

+46 765 867 295

linkedin.com/in/elias-rezai

Sweden

eliasrezai.dev

## Interests

■ Web development

■ Graphic programming

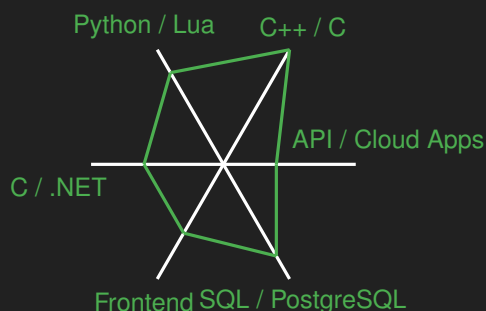
## Programming languages

C++ C C Python Lua  
JavaScript HTML/CSS PHP  
SQL PostgreSQL  
Cloud Applications  
API Development

## Hard Skills

</> C++, C, C, Python, Lua, JavaScript  
HTML5, CSS3, PHP, SQL, PostgreSQL  
OpenGL, Raylib, Unity, .NET, Entity Framework  
Visual Studio, VS Code, Git, GitHub, vim/neovim  
OBS, simple video editing for demos  
Linux (i3, OpenRC), Docker, Bash scripting

## Spider



## Languages

## Experiences

### Backend Developer

Mar 2025 – Present

Freelancing

Built a full-stack chat application with real-time messaging, user authentication, and file upload features.

</> Used **Node.js (v18)** with **Express 5** to develop RESTful APIs and real-time features via **Socket.io**.

Integrated **PostgreSQL** using the **pg** driver; designed schema with **init.sql**.

Implemented secure user auth with **JWT** and password hashing via **bcrypt**.

Handled profile image uploads using **multer**, served via **express.static()**.

Managed environments with **dotenv**, used **nodemon** for hot reloads during development.

Built front-end with plain **HTML/CSS**, enhanced UI using **Google Fonts (Roboto)**.

Wrote ES6 JavaScript to handle fetch requests, DOM updates, and socket events.

Version controlled everything with **Git** and **GitHub**; followed branching and commit best practices.

## Education

### Software Development Program

Aug 2024 – May 2026

Teknikhögskolan (Vocational University)

Specializing in .NET development with C, ASP.NET, SQL, and full-stack project work.

Practical experience with agile methodology, backend API development, and cloud-based solutions

### Software Development Track

2021 – 2024

LBS Kreativa Gymnasiet

Focused on web development with HTML, CSS, JavaScript, and PHP.

Built several creative software projects, learned basic hardware, electronics

## Activities & Interests



- Developing PigeonAudio: a C++/ImGui/OpenGL audio visualizer built for high performance.
- tinkering with electronics, Arduino modules, and custom PCBs.
- Building PigeonForge: project scaffolder for C++, C#, and web apps on Linux.
- Designing Linux themes window-manager configs (i3/OpenRC).
- Assembling my home server: custom PC build plus PCB prototyping.
- Saving up for a Raspberry Pi to power headless services.

## More About Me



I build real-time visualization tools (C++, OpenGL, ImGui) with an emphasis on clean, modern code and max performance.



I engineer and customize Linux environments end-to-end—automating new project setups and theming window managers.



I bridge hardware and software: from Arduino experiments and PCB design to home server construction.

## Key Projects



Pigeon Engine (C++, OpenGL): Custom renderer with gradient-height mapping.