

Self-taught from 12 years old and going on, pragmatic software engineer who is eager to learn more and more about this amazing Universe. And always happy to develop my skills in different areas in the cycle of software creation to ensure that the users have the best experience.

Education and Certifications

- **B.Sc. Computer Science**, Lebanese university, Faculty of science. **2019 – 2022**

Technologies and Languages

- Languages: Go, HTML, CSS, JavaScript, Python, Java, PHP
- Technologies: Postgres, MySQL, Git, Docker, Kubernetes, Laravel, Django, Phaser
- Other: Data structures and algorithms, Design patterns

Open-Source Projects

- **GoGive** An API to facilitate item donation that will allow users to request/donate items within Lebanon, backed by Postgres and using Docker and Docker-Compose for deployment. Designed from the ground up with a focus on industry best practices for security and extensible project architecture. Integrated with Mailhog for user activation services and uses a token-based session authentication system.
 - It supports full text search with Postgres, filtering and sorting.
 - I used migration approach to deal with database version control using migrate tool written also in Go.
 - Authorization system where only authorized users can access certain endpoints.
 - Apply rate limiting based on IP to help prevent spam on the API.
- **Kanna** TUI written in Go, terminal app that let you stream/download latest anime episodes when they came out without ads.
 - support multiple concurrent downloading.
 - configuration based on config file that can be changed to fit user needs.
 - communication with external processI learned about how to build TUIs and logging into a file.
- **Fafnir** Library written in Go work as a concurrent downloader for your app
 - support queue-based downloading, each queue can be paused/resumed.
 - Apply repository pattern that will help testing by making the memory is the store of the app instead of database.
 - learned valuable lessons on how to design concurrent library in Go.
- **Tohru** Library written in Go, work as wrapper for the anime slayer API, by giving an easy interface and structures to communicate with anime slayer API in other Go Applications.
- **Kobayashi** Library written in Go, convert video hosting links into direct links to be played in any media player.
- **Abutayib** Full stack app written in Laravel, Menu system for restaurants where users can see what the restaurant offers, give feedback on items, also have an Admin UI to add new items/menus/offers to the website. learned how to apply MVC pattern and work with Laravel, also the frontend was challenging in this website.
- **Technical blogging** on dev.to/elkhatibomar, I blog about things that I found interesting.

Interests

- Reading books mainly about software universe and databases.
- Watching documentaries about nature and historical events.