



# Anas Elgarhy


Software Engineer


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I am Anas, a software engineer with a passion for using technology to create solutions and make a positive impact in the world. I have over 3 years of experience in Java and expertise in a variety of other languages including C++, C, Rust, Python, Kotlin, and JavaScript. I have completed numerous projects, including over 45 on GitHub, and am a quick learner with the ability to pick up new languages and techniques quickly. Likewise, I have been interested in computers and technology since I was young, and began my programming journey with HTML at the age of 13. I am excited to continue growing in my career as a software engineer and am eager to take on new challenges.

## EDUCATION

### Egyptian E-learning University

(August 01, 2020 - Present)

Student, Information technology

3.09

As a student in an online IT college program, I have had the wonderful experience of learning a variety of technical subjects that I am passionate about. My education so far has provided me with a well-rounded foundation in subjects including:

- The Java programming language.
- Operating systems.
- Software engineering.
- Database systems.
- Artificial intelligence.
- Computer graphics.
- Network systems.

In my computer graphics course, I gained experience with the C programming language and the OpenGL graphics library. In my artificial intelligence course, I have worked with Python. My studies have prepared me for a successful career in the field of IT, and my current level of education, combined with my ability to independently learn and manage my time, make me a valuable asset to any team seeking a skilled and knowledgeable IT professional with a strong foundation in computer graphics and network systems. I have truly enjoyed learning these subjects and am excited to continue my education and career in the field.

[🔗 https://www.eelu.edu/](https://www.eelu.edu/)

## PROJECTS

### Ayah - IntelliJ IDEA Plugin

(August 18, 2022 - August 22, 2022)

a plugin for the IntelliJ IDEA platform that displays verses from the Holy Qur'an to Muslim developers

<https://github.com/anas-elgarhy/Ayah-intellij>

### alquran-cloud-api

(July 02, 2022 - July 05, 2022)

A simple java wrapper library for alquran-cloud api

<https://github.com/anas-elgarhy/alquran-cloud-api>

### cmus-rpc-rs

(July 28, 2022 - August 10, 2022)

Discord Rich Presence for C\* Music Player using rust

<https://github.com/anas-elgarhy/cmus-rpc-rs>

### jpwd

(June 13, 2022 - June 23, 2022)

A modern alternative to GNU/pwd using Java

<https://github.com/anas-elgarhy/jpwd>

### jls

(June 03, 2022 - June 28, 2022)

A modern ls with java

<https://github.com/anas-elgarhy/jls>

### aarty

(October 03, 2022 - October 04, 2022)

A simple CLI tool to convert the images to ASCII art

<https://github.com/anas-elgarhy/aarty>

### cmus-rpc

(April 07, 2022 - April 13, 2022)

A Discord Rich Presence for cmus player using java

<https://github.com/anas-elgarhy/cmus-rpc>

### QuranFM

(July 08, 2022 - July 10, 2022)

Discord bot to simulate the Holy Quran Radio

<https://github.com/anas-elgarhy/QuranFM>

### JSimple Text Editor

(March 01, 2022 - March 03, 2022)

A simple Java text editor using swing and support multi tabs

<https://github.com/anas-elgarhy/JSimpleTextEditor>

### Suggest a activity app

(September 19, 2021)

Suggesting a activity for the Barmij.com android camp

<https://github.com/anas-elgarhy/Suggest-activity-app>

### bfy

(October 07, 2022 - October 15, 2022)

Brainfu\*k interpreter and REPL written in Rust

<https://github.com/anas-elgarhy/bfy>

### Hear me app

(September 29, 2021)

An application that helps people with special needs who are deaf and dumb in their daily lives

<https://github.com/anas-elgarhy/Hear-me-app>

## PROJECTS...

### JColorfulConsole

(March 24, 2022 - March 25, 2022)

A library that helps you to print colored and styled text in the Java console

This Java library allows developers to easily add color and formatting to their text output in the console. It provides a simple and intuitive API for:

- Coloring text
- Coloring background
- Formatting text

JColorfulConsole supports:

- Text color
- Background color
- 256 colors (RGB)
- ANSI colors
- Indexed colors
- Text style (Bold, Italic, Underline, etc...)

It is lightweight, fast, and easy to use.

This project showcases my skills in Java development and my ability to create a useful library for other developers. It also demonstrates my understanding of console output and how to enhance it through the use of color and formatting. The creation of this library required careful planning and design, as well as testing to ensure its reliability and functionality.

[🔗 https://github.com/anas-elgarhy/JColorfulConsole](https://github.com/anas-elgarhy/JColorfulConsole)

### Heritage word game

(September 22, 2021 - September 27, 2021)

Guessing Historical Objects Game Project Barmij.com android  
Camp

[🔗 https://github.com/anas-elgarhy/Heritage-word-game-project](https://github.com/anas-elgarhy/Heritage-word-game-project)

## TOOLS

### Java

(February 17, 2020 - Present)

Expert



I am a software engineer with over 600 hours of experience coding in Java. I have extensive knowledge of the language and its libraries and frameworks, including Spring, Spring Boot, and JUnit. Likewise, I have successfully applied my skills to more than 50 projects, demonstrating my ability to effectively utilize Java in a variety of contexts. In addition to my technical skills, I have strong project management abilities and am able to take charge of a project from the ground up, overseeing it through to its first release.

### Rust

(July 20, 2022 - Present)

Beginner



I am a software engineer with over 200 hours of experience coding in Rust. I have a strong foundation in the language and am able to write high-quality code and unit tests. My experience working on a variety of projects has allowed me to become proficient in using various frameworks and libraries, and my active learning approach has enabled me to stay up to date with the latest developments in Rust.

<https://crates.io/users/anas-elgarhy>

### C/C++

(February 27, 2018 - Present)

Beginner



I have a strong understanding of computer principles and programming, and possess basic or intermediate knowledge of the C and C++ programming languages. I have a solid understanding of their grammars and am able to read and understand code written in them to a great degree. While I have worked on projects using C and C++, they are not currently a primary focus of my interest. Despite this, my knowledge and experience with these languages, combined with my strong understanding of computer principles and programming.

### Bash and shell scripting

Beginner



As a programmer who uses the Linux operating system as my main platform and works with Bash and shell scripts on a daily basis, I have developed strong skills in these areas. I am proficient in using Bash and shell scripts to automate tasks and have a basic understanding of these technologies that allows me to troubleshoot and find solutions to problems.

### PostgreSQL

Beginner



I have intermediate knowledge of PostgreSQL and have used it in several projects. I have experience setting up and configuring PostgreSQL databases, creating tables and relationships, and querying data using SQL. Likewise, I have also used PostgreSQL's features, such as indexing and transactions, to optimize performance and ensure data integrity.

## Python

Beginner



I am skilled in the Python programming language and have experience writing complicated scripts to automate processes such as builds and installations for my projects. I have also created simple bots using Python to assist me in my daily life, and have utilized various libraries while working with the language. Likewise, I have a strong ability to read and write Python code and am comfortable working with the language. While I have not used Python for production projects at this time, my skills and experience, including my familiarity with various libraries, make me a valuable asset to any team seeking a programmer with a foundation in Python.

## Docker

Beginner



I have basic knowledge of Docker and have used it to containerize applications for development and deployment. I have experience creating Docker images, running containers, and managing them using Docker commands and tools. Furthermore, I have also used Docker to package and distribute applications and to automate the deployment process.

## HTML, CSS, and JavaScript

Beginner



I have basic knowledge of HTML, CSS, and JavaScript and have used them to create simple websites. I have experience using HTML to structure and organize content, using CSS to style and layout pages, and using JavaScript to add interactivity and functionality to websites. Likewise, I have also used these technologies to create responsive designs that work on a variety of devices.

## Linux

(January 19, 2022 - Present)



I have experience with a wide range of Linux distributions, like Ubuntu, Manjaro, Arch, openSUSE, and Debian. And I have used many of them personally or for work. I have gained a wide range of skills through my experience with Linux, including managing a system through the command line, installing and configuring software, and troubleshooting issues. Currently, I am using the Arch Linux distribution as my primary personal system, which has further enhanced my skills in using and managing a Linux-based system.

## NeoVim

(March 09, 2022 - Present)

intermediate



I have experience using NeoVim as a text editor for a variety of programming languages and projects. I have utilized its customizable configuration and plugin system to tailor it to my specific needs and workflow. I have also used NeoVim's powerful features, such as code completion and syntax highlighting, to improve my productivity and enhance my coding experience.

## TOOLS...

### IntelliJ IDEA

(February 14, 2018 - Present)

Expert



I have extensive experience using IntelliJ IDEA for a variety of programming languages and projects, including Java and Spring development, Python, Android development, and Go. I have used IntelliJ IDEA's powerful features, such as code completion, refactoring, and debugging, to improve my productivity and produce high-quality code. I have also utilized its integrations with other tools and technologies, such as version control systems and testing frameworks, to streamline my workflow.

### CLion

(September 28, 2022 - Present)

Expert



I have extensive experience using CLion for systems programming in languages such as C, C++, and Rust. CLion's powerful features, such as code completion, refactoring, and debugging, have greatly improved my productivity and allowed me to produce high-quality code. I have also utilized its integration with build tools and version control systems to streamline my workflow.

### Git

(August 20, 2019 - Present)

intermediate



I have extensive experience using Git for version control in a variety of projects. I have utilized its distributed version control system to collaborate with team members, track changes to code, and maintain a history of my work. I have also used Git's branching and merging capabilities to manage multiple versions of my code and incorporate changes from other developers. My experience with Git has allowed me to effectively manage my code and collaborate with others, and has contributed to my success as a software engineer.

## CERTIFICATIONS

### Learn programming in C++

(July 05, 2021)

Barmej.com

I received the Learn programming in C++ Certification from Barmij.com, where I learned the basics of programming in C++. This included concepts such as flow control statements, functions, classes, and object-oriented programming principles. I also learned about pointers and how to use them effectively in C++. This certification demonstrates my understanding of the C++ language and my ability to write code using its features and constructs.

<https://drive.google.com/file/d/1QBLiYHVWWcgVa5-T35dWny1HjZXzTJCv/view>

### Introduction to programming

(July 05, 2021)

Barmej.com

I received the Introduction to programming certification from Barmij.com, which provided me with a solid foundation in the field of programming. The course covered basic concepts such as computer and network fundamentals, as well as an introduction to web technologies such as HTML, CSS, and JavaScript. This certification was instrumental in my early development as a software engineer and gave me a strong foundation on which to build my skills and knowledge.

<https://drive.google.com/file/d/1V5qL5FL71xs3jGxNUChuu-v4bo9xPS66/view>

### Introduction to the black screen

(April 19, 2021)

Barmej.com

I received the Introduction to the black screen certification from Barmij.com, where I learned the basics of using the terminal and command line interface. This included topics such as navigating the file system, manipulating files and directories, and running programs from the command line. I also learned about secure shell (SSH) and how to use it to remotely access and control other systems. This certification demonstrates my understanding of the terminal and command line and my ability to use them effectively.

<https://drive.google.com/file/d/1ijEq3pqtscxcQBevg3ZBRQABcuV0U8If/view>

## VOLUNTEER EXPERIENCE

### cargo-bundle

(January 12, 2023 - March 16, 2023)

Contributor

Create a separate Linux module and separate the common functions into one separate file

<https://github.com/burtonageo/cargo-bundle/pull/130>

### bolt

(April 12, 2023)

Contributor

I created the configuration for the `Just` task runner

<https://github.com/hiro-codes/bolt/pull/67>

### Files

(January 14, 2022 - Present)

Translation

I translated more words into Arabic and fixed some errors

<https://github.com/files-community/Files/pull/7653>

### nova

(May 21, 2022 - May 21, 2022)

Contributor

Added more colors

<https://github.com/body20002/nova/pull/1>

### ScreenshotMouseClicked

(May 27, 2022 - Present)

Devolper

<https://github.com/YosefJoo/ScreenshotMouseClicked>

### FDM

(February 04, 2022 - February 04, 2022)

Translation

<https://github.com/FreeDownloadManagerTeam/FDM6-localization/pull/288>

## INTERESTS

### Linux

Bash, C, vim, CLI, Arch, Gentoo, zsh, Ubuntu, WM's, Gnome, KDE

### Open-source

GitHub, GitLab, Linux, GNU, Citea, CodeBerg

### Games Engines

Godot, Unreal, Hazel, C++, Bevy

## LANGUAGES

### Engilsh

Good



### Arabic

Native

