PROFILE

I'm studying Information Technology and I want to work in software development or cloud engineering. I like knowing what happens behind an app, from the code on the screen to the server that keeps it running.

I learn by building something, breaking it and finding out why it broke. Most of what I know comes from small projects where I got stuck, looked things up and kept going until they worked. These days I also test my own code against what goes wrong: storage that fails, bad input, a second user poking at the first one's data.

PROJECTS

Jiran Connect (hackathon project)

A community platform for the UAE in Arabic and English. I built it for a hackathon I traveled to, using Next.js, TypeScript and Supabase. Every table has row-level security, RSVPs can't oversell an event and fall back to a waitlist, ID numbers are stored only as hashes, and every screen works right to left. GitHub Actions deploys it to GitHub Pages on each push.

Nebula

A native Windows launcher for Roblox, written in **Rust** with the egui toolkit. It installs and updates the client from Roblox's own servers, repairs it with checksum checks, and adds a FastFlag manager, an FPS unlocker, a server browser, multiple accounts with sessions encrypted by Windows DPAPI, and a crash-safe rollback that restores the last configuration that launched. It is an independent project and never injects into the game.

Five Nights at Zayed's

A desktop horror game. The engine is my own JavaScript on a canvas, packaged with Electron for Windows and macOS. Online co-op and versus modes run peer to peer over WebRTC, and the game page can't touch Node directly.

Cloud task manager

A task manager with accounts and a board with Waiting, In progress and Finished columns. The front end is plain HTML, CSS and JavaScript and the backend is Java using only the JDK. Passwords are hashed with PBKDF2, sessions are stored as hashes, each user only sees their own tasks, and sign-ins are rate limited. 21 tests cover it, eight of them against the running server. I wrote systemd, Caddy and Docker files for a Linux VM, but I haven't run them on a real one yet.

Cloud backup tool

A Python tool that watches a folder, gzips files that are new or changed and uploads them on a schedule, to a folder or any S3-compatible storage. Failed uploads retry with backoff and stay queued if they keep failing. Restore checks a SHA-256 for every file and refuses anything that doesn't match. The tests include corrupted and malicious files.

Server monitoring dashboard

Live charts of one machine's CPU, memory, disk and network in the browser. Python reads the numbers with psutil and streams them to a JavaScript page. It needs a token to be reached from another machine, sends a strict Content-Security-Policy, and checks the Host header so a web page can't read it through DNS rebinding.

Library management system

A Java program for books, members and loans that saves to files without risking a half-written save. I then rewrote the core rules in C++20 to see how the two languages differ, and ran that version under AddressSanitizer and UBSan.

UltraNiko Updated

A new version of an old ULTRAKILL mod that no longer worked. The original authors and the CC BY 4.0 model creators are credited in full.

This portfolio

Plain HTML, CSS and JavaScript with no framework. It has three looks you can switch between (Persona 5, Persona 5 Royal and Persona 3 Reload), a music player, and animation timed by the clock so its speed doesn't depend on the screen's refresh rate.

TOOLS & TECHNOLOGIES

Python, Java, JavaScript, TypeScript, C++, Rust, HTML, CSS and a little Luau. Next.js, Supabase, Electron, Docker, Git, GitHub and GitHub Actions. VS Code and the Linux command line. The basics of cloud platforms: virtual machines, storage and networking.

STRENGTHS

Problem-solving and consistency. When something breaks I would rather find the real cause than patch over it, even if that takes longer.

I'm also curious, I teach myself new things, I try to explain clearly, and I like helping when someone is stuck.

INTERESTS

Gaming, because a good game is a long run of problems to work out, and swimming, which keeps me active and clears my head. I also like anime and writing Luau scripts for Roblox.

> ***"The important thing is not to stop questioning."***
> Albert Einstein

CURRENT FOCUS

I'm building up my cloud engineering basics: how applications get deployed, scaled and kept secure. Next I want to deploy a web app from start to finish on a real cloud machine, with automated deployment and monitoring, so I'm practising on a real setup instead of only reading about it.