Ahmad Jahaf

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SUMMARY

Backend engineer focused on **Go**, **Linux systems**, and distributed infrastructure. Experienced building real-time services, low-level systems software, and developer tooling, with open-source contributions to **Apache TVM**, **Nmap**, and **BloodHound**.

EXPERIENCE

JOSA OpenLab 2025 – Present
Software Engineering Intern Amman, Jordan

- Redesigned CLI argument parsing in Infra_Cli to eliminate flag-collision bugs and reduce invalid input across plugin commands.
- Refactored three service layers into a **clean layered architecture**, decoupling business logic from transport and enabling isolated, repeatable testing.
- Automated local development and deployment workflows with **Docker** and GitHub Actions CI/CD, improving environment consistency and reducing manual setup overhead.
- Deployed containerized Go services on Linux with reverse-proxy-based routing.

OPEN SOURCE

Selected Contributions 2023 – Present

- **Apache TVM** — Added operator support and frontend fixes to the TFLite importer in the open-source ML compiler stack.
- **Nmap** — Improved NSE scripting behavior through bug fixes and runtime handling improvements.
- **BloodHound.py** — Contributed fixes to Active Directory enumeration workflows used in security testing.
- **azkar.nvim / todo.nvim** — Developed and maintained Neovim plugins with active community usage.

PROJECTS

tiktaktoes — *Featured: Real-Time Multiplayer Backend* | *Go, WebSockets, SSE, HTMX* 2024

- Engineered a real-time multiplayer backend in **Go** using **WebSockets** and **SSE**, enabling low-latency state synchronization across concurrent sessions.
- Designed concurrent session management with goroutines and channels to safely coordinate shared multiplayer state in real time.
- Isolated gameplay logic in `internal/game` to allow transport-layer changes without rewriting core rules; added Playwright end-to-end tests for multiplayer flows.
- github.com/0xjah/tiktaktoes

MiniShell — *Unix Shell in C* | *C, POSIX, Unix* 2024

- Implemented a Unix shell in **C** with tokenized parsing, pipelines, I/O redirection, process spawning, and POSIX signal handling.
- github.com/0xjah/minishell

0xjah.xyz — *Raw HTTP Server in C* | *C, Systems Programming* 2023

- Built a raw HTTP server in **C** using POSIX sockets, manually handling request parsing, routing, and HTTP response generation.
- 0xjah.xyz | github

Hakim — *Government Complaints Platform* | *Go, Fiber, Supabase, OpenAI, Flutter* 2024

- Built a Go Fiber REST API with Supabase (PostgreSQL + Auth) and OpenAI-powered complaint classification for automated triage.
- Designed the backend using a repository pattern, allowing the data layer to be swapped without modifying business logic.
- Backend Repo | Frontend Repo

SKILLS

Languages: Go, C, Python, Bash, TypeScript, Lua
Backend & Infrastructure: REST APIs, WebSockets, SSE, Docker, GitHub Actions, CI/CD, Clean Architecture
Systems Programming: Linux internals, POSIX APIs, socket programming, concurrency, shell scripting
Databases: PostgreSQL, SQLite, MySQL
Open Source & Security: Apache TVM, Nmap, BloodHound, Burp Suite

EDUCATION

Applied Science University 2023 – 2027 (Expected)
B.Sc. Computer Science Amman, Jordan

COMMUNITY & ACHIEVEMENTS

Google Developer Groups on Campus (GDG ASU) 2024 – Present
Core Team Member — Workshop Speaker & Content Lead

- Delivered Docker (**200+ attendees**) and Linux workshops (**55+ attendees**); co-authored Git/GitHub curriculum.

Competitions 2023 – Present

- FinTech Hackathon Rally (Finalist); CTF ASU (2nd Place, Juniors); JPC (5th Place).