

# Maytham Ajam

18yo bilingual (English, Arabic) Fullstack Developer & Student; 6 years of development experience.

[maythamajam@gmail.com](mailto:maythamajam@gmail.com) • +1 571-443-9056 • [linkedin.com/in/maythamajam](https://www.linkedin.com/in/maythamajam) • [github.com/maytees](https://github.com/maytees) • [matees.net](https://matees.net)

## EDUCATION

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George Mason University | Fairfax, VA

IT with a concentration in Cybersecurity

May, 2029

Certifications: Workplace Readiness, Python, Linux Fundamentals

## EXPERIENCE

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Software/Web Freelancer | Self Employed

Oct 2023 - Present

- Delivered 8+ websites and custom software solutions to small businesses and dental labs, handling full project lifecycle from requirements, deployment and maintenance.

Tech Office Intern | South Lakes HS | Reston, Virginia

Aug 2023 - Aug 2024

- Created an intuitive script which automated over 2500 student name card sorting with barcode scanners using the Deno runtime (source: [maytees/slhs-namecards](#))
- Resolved 100+ IT tickets, troubleshooting classroom hardware/software issues and assisting with student device onboarding

## PROJECTS

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Revisio | ([revisio.app](#)) | Source: ([maytees/revisio](#)) | Personal Project

Oct 2025 - Dec 2025

- Built a SaaS tool that lets clients give feedback directly on live websites using annotated screenshots.
- Created an embeddable widget (single script tag) with invite only access and a dashboard to track feedback status.
- Spoke to multiple potential agency owners (B2B) and web freelancers (B2C) to find market validity.
- **Tech:** NextJS, Vite, Tigris (S3), Tailwind CSS, Framer Motion

Spacemint AI | ([spacemintai.com](#)) Source Closed | Acquired

Dec 2025

- Developed and sold an AI web app that turns floor plans into staged interior renders in under a minute.
- Implemented upload → style selection → image generation flow with credit based pricing and downloads.
- Acquired 14+ users prior to acquisition through social media marketing.
- **Tech:** Vercel AI SDK, NextJS, Tailwind, Google Gemini 3 Pro, Posthog, Tigris (S3), Polar Payments

Arcade | ([modrinth.com/plugin/arcade](#)) | Source: ([maytees/arcade](#)) | Personal Project

Aug 2023

- Built and published a Minecraft survival minigame plugin with customizable game modes, reaching 6,000+ views.
- Refactored the entire plugin from Java to Kotlin; open-source project with 450+ followers/downloads.
- **Tech:** Java, Kotlin, PaperMC

DENIS | Source: ([maytees/denis](#)) | Personal Project

Aug 2023

- Built a custom DNS server to learn Go; implemented core parts of [RFC 1035](#) (UDP listener, packet parsing, response construction).
- Implemented hardcoded DNS responses as a foundation; currently extending toward lookup tables, forwarding, caching, and a web interface to create DNS records.
- **Tech:** Go (No external libraries other than std)

Epsonia | Source: ([epsonia/epsonia-rs](#)) | Personal Project

March 2023

- Built a cybersecurity scoring engine that evaluates system state against predefined checks (users, groups, configs) and applies points and penalties similar to CyberPatriot scoring.
- Rewrote the engine from TypeScript (Deno) to Rust, implementing modular checks, and stricter error handling.
- **Tech:** Rust, Typescript

## TECHNICAL SKILLS

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Languages: Typescript, Rust, Java; Learning Go

Other: NextJS, React, Tailwind, Linux, Neovim, Deno

## OTHER EXPERIENCE

Crew Member | Five Guys Inc | Reston, Virginia

Oct 2023 - Aug 2025