



Muhammad Arslan

Senior Software Engineer

Muhammad is a real team player who thrives in multidisciplinary teams. When needed he will take the lead or help out improving the team processes. On a technical level he is very diverse and has worked with multiple frameworks and a lot of different tooling. With Muhammad you get someone who is up for any technical challenge.

EINDHOVEN REGION - NL

30 years old

Motivation

In the last 8 years, Muhammad has worked in different areas and roles in the online domain. From frontend and mobile development to backend development, Muhammad knows the tricks of the trade. He worked on various different types of JavaScript projects with increasing complexity. In his last project (Neustreet), he was the technical lead and responsible for the full-stack development of a Property Management system.

Skills

React	TypeScript	AWS	SASS
Vue	Serverless	JavaScript	WordPress
NodeJS	PostgreSQL	Docker	Cypress
Redux	MySQL	Python	MongoDB
Jest	Rest API		
React testing library	OpenAPI		
Yarn	CSS		
Mongoose	SCSS		

Projects via iO

Senior Developer VNO

February 2023 - April 2023

As a senior front-end developer, I initiated this project with the responsibility of crafting dynamic components on dynamic web pages, which are populated with data retrieved via a GraphQL query. Also wrote some unit test cases for the dynamic components using jest.

TypeScript

Vue

JavaScript

GraphQL

NuxtJS

Unit Tests

Jest

Work experience

Work experience

Development Lead *Neustreet*

April 2021 - January 2023

Development of a NFT Property Management system developed making use of the latest technologies; Vue (3), Node.js and the Ghost CMS.

Besides creating various MVPs, defining the project structure and introduce blogging capabilities Muhammed was later also responsible for leading the development team of 15 people and was communicating directly with the client.

Vue

Cypress

MongoDB

MySQL

PostgreSQL

AWS

Serverless

Senior Developer / Team Lead *CryptoFi*

March 2021 - January 2022

As a key member of the team, Muhammed was responsible for the realisation of a Leasing application for a Crypto FinTech company. As front-end developer he was mainly responsible for making high-quality components. For user management AWS Amplify and AWS Cognito was used.

React

Python

Jest

React testing library

AWS

Senior Developer *Tenant*

July 2020 - October 2021

Muhammad was part of the team that designed and developed the Property Management Portal. The portal was built using Vue and NodeJs. Muhammad was responsible for building front-end components as well as back-end APIs. He also took it upon himself to build BI reports

Vue

NodeJS

Jest

Senior Frontend Developer *Benzinga*

October 2020 - March 2021

As a Senior Frontend Developer Muhammad worked on building high-quality well tested React Components for a Stock Management Application. He also sometimes took the role as Architect and architected/designed some features of the application

React

Jest

React testing library

Frontend Developer *WRLD3D*

January 2018 - July 2020

For the WrlD3d.com, Muhammad was part of the team that designed and (re-)developed the Customer Portal. The portal was initially built using WordPress and Muhammad was responsible for rebuilding the portal in React with a Node backend which made use of MongoDB.

React

SASS

NodeJS

TypeScript

WordPress

January 2016 - January 2018

Work experience

Front-end Developer *Dynamic Cards*

January 2016 - January 2018

Muhammad was part of the team that designed and developed responsive HTML cards used in a Smart App. There are multiple smart cards in this app through which user can for example check employee status and book meeting rooms. Mainly REST services and JS libraries like google calendar and graphs were used to make smart responsive cards.

SASS

HTML

CSS

Responsive design

Rest API

JavaScript

Game Developer *Blocky Athletes*

January 2014 - January 2016

As a Game Developer Muhammad was part of the team that developed Blocky Athletes. It is an 80's style mobile sports game that lets you compete with your friends in the best 8-bit blocky style arcade based tournaments. The game was fully developed in Unity3D

Unity 3D