

Bassam El-Naggar

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<https://bassamelnaggar.com>



TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, Ruby, SQL, HTML, CSS, C++

Frameworks: React, React Native, Next.js, Node, Django, Ruby on Rails

Developer Tools: Docker, AWS, GCP, Linux, Datadog, Figma, Launch Darkly

WORK EXPERIENCE

Babylist

Software Engineer

September 2025 – December 2025

Emeryville, California, United States

- Built the easy add to cart feature, increasing click-to-order conversion rate by >10% and driving >\$1,000,000 in annual revenue, using Ruby on Rails and React with Typescript
- Built the Multi Record Your Purchase feature, driving >200,000 annual reservations, using Ruby on Rails and React with Typescript
- Built the Product Details feature, increasing order conversion rate by >5%, using Ruby on Rails and React with Typescript
- Owned projects from technical design to implementation and experimentation (A/B, etc) and collaborated with all stakeholders (product, design, etc)
- Refactored and optimized multiple Sidekiq jobs, leading to a reduction in runtime and retries by >20% and >50%, using Ruby, Sidekiq, and Datadog
- Implemented event tracking for all projects worked on using React, Ruby on Rails, Avo, and Datadog

Babylist

Software Engineer

January 2025 – April 2025

Emeryville, California, United States

- Built the registry QR Code feature which led to >500,000 registry visits per month using Ruby on Rails and React with TypeScript and SCSS
- Built several affiliate partner integrations, increasing revenue by >\$1,000,000 annually using Ruby on Rails
- Optimized the registry item endpoint, decreasing latency across all registries by >15% using Ruby on Rails
- Created two Sidekiq workers that automatically match order numbers to purchases which resulted in >60% of incorrect user entries being corrected using Ruby on Rails, Impact Webhooks and Sidekiq
- Built the ‘add a shower’ feature, driving >10,000 registry visits per week using Ruby on Rails and React with TypeScript, Storybook, and SCSS

theScore

Backend Software Developer (Sports API)

January 2024 – April 2024

Toronto, Ontario, Canada

- Investigated and implemented garbage collector tuning for the Ruby On Rails runtime that decreased latency by >10% on >100 M daily requests
- Created an abstraction layer that integrated Google Cloud and allowed instantaneous switching between Google Cloud and AWS
- Wrote several GraphQL queries for improved performance
- Created dashboards on Splunk and Datadog to better monitor important endpoints

Pexhouse

Full Stack Software Developer

January 2022 – April 2022, May 2023 – August 2023

Bolton, Ontario, Canada

GrantMatch

Software Developer

September 2022 – December 2022

Oakville, Ontario, Canada

PROJECTS

RideSafe

- Built a socket server on an embedded device (AMB82 Mini) to stream video with real-time object detection using C++ and WebSockets
- Developed the mobile client and designed a BLE-based protocol for proprietary data exchange using C++ and React Native

Harmonize

- Built a full-stack social application enabling users to share music and profile themes using Node, Express.js, and React
- Deployed on AWS EC2 with S3-backed image storage using AWS EC2, AWS S3, and NGINX

EDUCATION

University of Waterloo

B.A.Sc of Computer Engineering

September 2021 – (Projected) April 2026

Waterloo, Ontario, Canada