

Muhammad Sulayman Haydar

Full stack developer, audio/visual creator

Beirut, Lebanon

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🔗 [Website](#), [Linkedin](#)

Skills

CSS/SASS/Tailwindcss

████████████████████

JavaScript

████████████████████

Typescript

██████████████████

Node.js

████████████████████

Relational databases

████████████████████

Redis

████████████████████

MongoDB

████████████████████

Elasticsearch

██████████████████

Neo4j

██████████████████

Websockets/Socketio

████████████████████

AMQP/Rabbitmq

██████████████████

Signal's E2EE Protocol

██████████████████

React

████████████████████

Redux Toolkit

████████████████████

Next.js

██████████████████

React Native

██████████████████

Chakraui

████████████████████

GraphQL

██████████████████

URQL/Apollo

██████████████████

Profile

Experienced Full Stack Developer with over 12 years of building websites, services, and platforms.

Constantly tinkering and prototyping with new methodologies, technologies, languages and libraries. Able to architect and engineer the whole development stack from the front facing clients, to the APIs, the back-end services and the provisioning and configuring of the network infrastructure. I rely almost entirely on open source and modern resources and libraries. The experience I gained handling active back-end services used by hundreds of thousands of active users enables me to architect and build back-end services which are wholly extensible and can scale. My freelance work over the years has enabled me to tinker with a vast array of different tools and libraries which I use to build everything from simple front facing portfolio sites to complex, real-time and entirely reactive and state driven client platforms.

Employment History

Noon, Beirut

March 2022 — Present

Currently embarked on my own project of creating an open source secure communication platform called Noon. The platform is free of any dependencies on any third party service providers and managed services. Everything from the real time communication system, to the video conferencing, to the audio communication, search functionality, the communication between micro-services, etc... is either being written completely by myself or I am using open source platforms and libraries (like Jitsi for the video conferencing) which i can clone and deploy on my own servers. The point being is that privacy focused organizations can clone the project and install it on their own servers without having to rely on any third party for any of their communication needs and ensuring that all communication remains encapsulated within the organization's infrastructure. A full, detailed technical description is found on my site.

Backend developer, MYKI, Beirut

March 2020 — February 2022

Principal backend engineer on MYKI's platform which hosted hundreds of thousands of active users and hundreds of corporate entities. Was responsible for rolling out features, maintaining and upgrading the codebase and rolling out P1 bug fixes.

Docker

Kubernetes

Proxmox

Git

Vuejs

Vuex

PHP

Laravel Framework

Jitsi

Firebase

Twilio

Stripe

Linux

Jira

Unreal Engine

Languages

Arabic

English

French

Web developer, Sqwirl Lab, Beirut

November 2017 — March 2018

Developed Sqwirl Lab's communication and chatting platform using tools such as Vuejs, Vuex and Firebase. The platform incorporated private and group chatting with task and event management functionality embedded into the conversations.

Full stack developer, Wamda, Beirut

July 2015 — July 2017

Was hired by Wamda to create their Community platform which was meant to serve as a social platform for the West Asia region tracking investments by corporations and individuals into the local tech industry.

Game Developer, Kreationware, Beirut

September 2013 — February 2017

A group of friends and I started a game development and architectural visualization startup, specializing in creating both casual and strategy games using Unity and Unreal Engine. I took on the role of primary programmer and one of the gameplay designers, utilizing my skills to bring our vision to life. To bring our clients' architectural spaces to life, we utilized Unreal Engine to produce stunning, highly-detailed visualizations. Our passion for both gaming and technology allowed us to create unique and immersive experiences for players and clients alike. For a showcase of my visual work, please visit my site.

Mobile and Web developer, Fusion Second, Beirut

March 2013 — December 2013

Web developer, Polypod, Beirut

June 2012 — March 2013

Education

Bachelor of Science (B.S.), Computer Science, Lebanese American University, Beirut

September 2008 — September 2012

References

References available upon request