

HANIF CARROLL

Fullstack + AI Engineer

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Summary

Fullstack + AI engineer with 7+ years of experience building web apps and integrating AI into real products. I own features end-to-end—from understanding user needs to shipping solutions that actually work. Currently focused on AI automation and web applications that integrate AI.

Skills

- **Technical:** Claude API | React | TypeScript | JavaScript | Next.js | HTML | CSS | Tailwind | Node.js | Docker | Git
- **Product:** User Research | Product Strategy | Prototyping | Problem Validation | MVP Development | Agile | Testing

Work Experience

Role	Company	Period
Full-stack Software Engineer	Freelance	Sep 2024 – Current
AI Video Generation Platform		
<ul style="list-style-type: none">Built end-to-end ML inference pipeline: Dockerized diffusion model, deployed to serverless GPU, integrated with Next.js applicationArchitected a distributed video processing pipeline using pg-boss and Node.js, implementing idempotent retry logic and rate limiting to manage concurrent workloads across 10+ external AI providers (OpenAI, Runway, Kling).Engineered a custom two-pool credit billing system with Stripe integration; implemented idempotent webhook processing and atomic database operations to ensure financial accuracy during concurrent usage.Modernized frontend architecture by migrating to TanStack Query and Zustand, enabling optimistic UI updates for real-time tracking of long-running video generation jobs.		
Social Events Platform		
<ul style="list-style-type: none">Led the migration to a TypeScript Monorepo, implementing shared Zod schemas to enforce type safety across the stack; this significantly reduced integration bugs and improved developer velocity for the junior team.Established strict CI/CD and Code Quality standards, migrating the API layer to typed services and eliminating technical debt to prepare the platform for public scale.		
Senior Front End Engineer	Nearsure	Feb 2023 – Feb 2024
<ul style="list-style-type: none">Improved efficiency and user satisfaction for 3,000+ sports organizers by engineering an interactive, user-friendly scheduling tool.Enhanced mobile experience by developing an optimized list view that enabled rapid event editing on mobile devices.		
Front End Engineer	LeagueApps	Nov 2021 – Feb 2023
<ul style="list-style-type: none">Reduced scheduling time by 45% and enhanced UX by implementing an intuitive drag-and-drop scheduling grid.Built comprehensive reporting modules with AG Grid, focusing on clear data presentation for event planning and analysis.Eliminated team double-booking issues by engineering an automated conflict detection system with clear user notifications.		

- Established a standardized front-end component library using Styled Components and Storybook, ensuring consistent user experience across the application.

Software Developer

Capgemini

Jan 2019 – Oct 2021

- Boosted development productivity by reducing test suite execution time by 60% (~20 min/cycle).
- Designed and implemented executive KPI dashboards, focusing on clear data visualization for leadership decision-making.

Featured Projects

- BA Eventos** - AI-powered event discovery platform for Buenos Aires. Built conversational search with Claude, semantic matching via pgvector, and agent-native architecture where the AI has full parity with the UI through 17 integrated tools.
- HablaBA** - Built and launched a full-stack MVP after leading the complete product cycle: identified gaps in the market after running user discovery interviews (15+ participants), defined requirements, designed prototypes, implemented features using AI-assisted development, and conducted usability testing.
- Vox Prismatic** - Designed and deployed a full-stack AI SaaS MVP that processes client call transcripts then generates and schedules LinkedIn posts, streamlining coaches' and consultants' content workflows.

Education

- B.S. in Health Sciences**, University of South Florida