


Hassān Ali - Software & Cloud Engineer

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Summary


- Computer & Software Engineer with over 6 years of experience in developing backend web services, scalable infrastructure and cross-platform apps, who has worked in B2B/B2C/Web3 organizations.
- An individual who owns the company, values and assists the team providing a wonderful environment.
- Well experienced at code best practices, software architecture, operations and production.

Work History


PUFFER FINANCE | Software Engineer - Backend/DevOps  (Remote) Full-Time | Mar 2024 - (Present)


Techs: Python, TypeScript, Node, Next, Express, PostgreSQL, Docker, AWS (ECS, EC2, Lambda), GCP, Terraform, GitHub Actions CI/CD, Prometheus, Grafana, Ethers.js, Web3.js, Ethereum, DeFi, EigenLayer, Liquid Staking, Oracles, Multisig, Rollups, Smart Contracts.

- Designed and implemented fullstack solutions to automate [ETH withdrawals](#) , resolving critical liquidity issues.
- Saved over 5000 USD monthly costs by optimizing AWS infrastructure (billing & cost studies for cloud financing) and by migrating complete backend infra from AWS to GCP with a maintainable Terraform IaC project.
- Developed a DB access management Slack app for employees that requests the Engineering Manager for approvals.
- Managing 7+ deployments across staging and production infrastructures including ECS, EC2 and Lambda.
- Deployed [UniFi Testnet](#)  using Optimism L2 rollup, blockscout & docker compose for all services.

CURFLUFFLE | Software Engineer - Backend/DevOps  (Remote) Full-Time | Jan 2023 - Mar 2024

Techs: Solana Blockchain, Helius RPC, NFTs, PHP, C#, Unity, Git, SourceTree, Photon Networking, MySQL, Blockchain, Smart Contracts, Web3 wallets, DAO, NFTs Collections, IPFS, Metaplex Core.

- Developed and released fullstack game [World War OX](#)  for all platforms like PC Windows, WebGL, iOS and Android.
- Led a small team of Blender Artists, UI/UX Designer, Map Level Designer and a junior unity developer.
- Improved 135% performance by optimizing the runtime to increase framerate and to reduce frame drops.
- Improved game infrastructure security via PHP backend server used with a MySQL database.




GOVT OF PAKISTAN | Computer Engineer - Fullstack  (Hybrid) Full-Time | Oct 2020 - Jan 2023

Techs: C++, Arduino IDE, C#, Unity Engine, Git (local), SQL, .NET framework.

- Designed and developed 2 fullstack (frontend client + backend) simulators, ATGM & Sniper Rifle, compatible with original weapons via customized hardware design utilizing Arduino Uno/Leonardo coupled with gyro sensor MPU6050.
- Achieved over 95% user satisfaction resulting in successful induction which saved over **1 million USD**.
- Integrated user database using SQLite for stats with ability to show highest scoring users.


COLTO SRL | Freelance Engineer - Fullstack/Games  (Remote) Part-Time | Oct 2021 - Jan 2023

Techs: C#, Unity3d, JSLib, Git, SourceTree, Addressables.

- Worked on [Love Diana Dressup](#)  and [CKN Toys CarHero](#)  as an assistant developer.
- Developed and published [Scooby Doo Funfair Scare](#)  for our client Cartoon Network UK.
- Reduced over 5x loading time using Addressables and received over 93% client's satisfaction.




GOOGLE SUMMER OF CODE with XWIKI | Intern  (Remote) Full-Time | May 2020 - Sep 2020

Techs: Java, Maven, Git, Jira, Confluence, Jenkins CI/CD, jQuery, Apache Velocity.



- Designed and built a [GitHub Importer](#)  - An XWiki Extension that imports GitHub pages and wikis.
- Imports pages in MarkDown syntax with 3 syntax conversion support (XWiki, MediaWiki and Creole).
- Code has backward compatibility and unit / functional tests coverage is up to 87%.

Projects


[Sample/free] LST analytics dashboard (go backend + next frontend + terraform infra): [Live Website](#)  ; [Source](#) .


Simple Bank [[Contracts](#)  ; [Python](#)  / [Rust](#)  backends]. Trivia [[Unity + C#](#)  ; [Frontend ReactJS](#)  + [Backend .NET](#) .

[Puffer Withdrawal Service Callers](#) : Responsible for calling smart contracts on schedules for automation.

[Puffer UniFi](#) : An L2 blockchain / based rollup, <https://www.puffer.fi/unifi> .

[GitHub Importer \(GSoC with XWiki\)](#) : A web extension to import GitHub pages and wikis.

[World War OX](#) : A cross-platform online multiplayer shooter game with crypto / solana blockchain features.

[Scooby Doo Funfair Scare](#) : An online all-platform WebGL adventure game.

Technical Skills

Programming: C#, Java, Python, TypeScript (TS), JavaScript (JS), Go-lang, Rust, Solidity, Move, PHP, Bash/Shell scripting;

Databases: PostgreSQL, MySQL, MongoDB, SQLite; **Blockchain:** Wallets, RPC, Webhook, Tenderly, Execution/Consensus;

Tech: Agile, Git, Vim/Nano, JetBrains, Postman/HTTPie, REST APIs, Next, React, Node, .NET, Jira, Unity, Redis;

Devops: Docker, AWS, GCP, Terraform, Nginx, GitHub Actions, Kubernetes, GitLab/Jenkins CI/CD, Azure, Grafana, Promtail;

Best Practices: SOLID principles, Event-driven, Observer, Builder & State Machine pattern(s) experience.

Education

Bachelor Degree - Computer Engineering | National University of Sciences and Technology, ISB Pakistan