






Isbat-Bin-Hossain

Backend Engineer | Node.js Developer

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 [portfolio website](#)  [github](#)

Career Objective

Backend engineer passionate about scalable web systems and clean architectural design. Experienced in Node.js and cloud-ready application development. Eager to contribute to impactful software projects by building robust backend systems, driving architectural improvements, and solving complex engineering challenges at scale.

Summary of Skills

Node.js, TypeScript, Express, PostgreSQL, Redis, Docker, React/Next.js, MongoDB

Technical Skills

Languages & Frameworks

JavaScript, TypeScript, Node.js, Express, React, Next.js, Python, Django, FastAPI

Databases & Caching

PostgreSQL, MySQL, MongoDB, Redis

DevOps & Tools

Docker, Git, Github, DigitalOcean, WebSockets, NGINX, Linux, CI/CD

Other Concepts

MVC/OOP, REST APIs, DB Design, Problem Solving

Education

Rajshahi University of Engineering and Technology

B.Sc. in Electrical & Electronic Engineering
2014 - 2022

Professional Experience

Eco-Dev Solutions & Technologies Bangladesh Limited

June 2024 - Present


Backend Engineer

- Designed and maintained scalable backend systems using Node.js, Django, and FastAPI, following modular architectural principles.
- Built a secure authentication microservice integrated across multiple CMS modules, using JWT and refresh tokens.
- Deployed systems via Docker on DigitalOcean with CI/CD automation, NGINX reverse proxy, and SSL configuration.
- Optimized SQL and NoSQL schemas and queries for performance and reliability (PostgreSQL, MongoDB).
- Investigated operational issues and performed root cause analysis (RCA) to ensure uptime and performance.
- Conducted internal POCs to evaluate new backend libraries and architectural strategies.
- Collaborated directly with cross-functional teams to define backend requirements, document APIs, and ensure timely feature delivery.

Projects

NodeChess

Real-time Multiplayer Chess App


 [Github link](#)

- Architected and developed a server-authoritative backend for a real-time multiplayer chess application using Node.js, Express, and WebSockets.
- Engineered a high-performance, dual-database strategy with Redis for live game state and matchmaking queues, and PostgreSQL for persistent user/game data.
- Containerized the application using Docker and deployed to a cloud platform, establishing a CI/CD pipeline triggered by Git pushes.
- Designed system with scalability in mind to handle multiple concurrent matches and real-time updates.

Node.js, Express, WebSockets, Redis, PostgreSQL, Docker, CI/CD

Warehouse Wizard

Inventory Management System

 [Github Link](#)

- Built a MERN stack application with user authentication, product management, and Cloudinary image handling.
- Used Redux for state management and SCSS for custom styling.
- Implemented role-based access control and dynamic product filtering for better user experience.

MongoDB, Express, React, Node.js, Redux, SCSS