

# Salman Farooq

## Backend Software Engineer

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### EDUCATION

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**Lancaster University**  
*BSc Hons Computer Science (2:1)*

**October 2017 – June 2020**  
*Lancaster, UK*

### WORK EXPERIENCE

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**Software Engineer (Self-Employed) at Sintek Studios, Remote** **April 2024 – Present**

- Co-developed and released [Panther Tycoon](#), a Roblox multiplayer game with over 17000 plays, using Luau to build scalable and high-performance solutions in an agile manner.
- Designed and implemented databases using Roblox DataStores to create a robust auto-save system.
- Played a big role in developing autonomous NPC behaviour using AI to build a pathfinding solution for NPCs to emulate real players.
- Frequently play-tested features of the game with regular players, taking into consideration user feedback to improve the game.
- Incorporated code to handle combat system interactions between players, implementing client-server logic to ensure a smooth user experience.

**Backend Engineer at Liquid Technologies, Karachi PK** **June 2022 – February 2023**

- Developed the backend of an e-commerce app called [Roam Trips](#) using Node.js, Express, and PostgreSQL, implementing secure user authentication, database integration, and RESTful API endpoints in an agile environment.
- Designed and built databases for backend systems using PostgreSQL, ensuring they were normalized to 3NF.
- Integrated STRIPE's API into Roam Trips' backend for secure payment processing.
- Built a solution at the backend using Node.js and MSSQL to remove duplicate results in an AI-based image system.
- Frequently committed code to shared repositories using Git, in line with Continuous Integration (CI) practices.
- Wrote and maintained test suites using Chai and Mocha which significantly reduced bug reports through early detection.
- Collaborated with a team of experienced engineers in daily stand-up meetings, as part of an agile environment.
- Integrated RabbitMQ's message broker system into the company's boilerplate code for asynchronous task handling.
- Refactored legacy code, resolved tickets, and performed maintenance on existing projects.

**Java Intern at Venture Dive, Karachi PK** **March 2022 – June 2022**

- Under the guidance of Senior Engineers, I gained hands-on experience with Java's Spring Boot framework as demonstrated by the Marketplace project listed in the section below.
- Performed research and development on report generator software for internal company use.
- Regularly presented my findings to the relevant stakeholders and advised them on the best course of action.

### PERSONAL PROJECTS

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#### Marketplace - [GitHub Repo](#)

- Developed a RESTful API using Java, SpringBoot, and MySQL for a mock Facebook Marketplace-like service, implementing a system that uses CRUD operations to enable the buying and selling of goods.

#### In-App Currency Wallet – [GitHub Repo](#)

- Built a backend system using Node.js, Express and MongoDB for a mock in-app wallet service to purchase premium features.
- Containerized the system in Docker for easy deployment on Cloud services.
- Implemented a secure log-in system using JWT tokens, that keeps track of user-profiles and allows them to purchase premium-tiered features