Alhaitham Al Jabri

BACKEND ENGINEER · DEVOPS ENGINEER

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Professional Summary

Highly experienced Backend Engineer with a specialization in web development. With over two years of professional experience, my expertise encompasses backend development using Golang, CI/CD with GitHub Actions, Docker, and frontend technologies like React. Actively pursuing opportunities in Backend Engineering and DevOps roles.

Work Experience

Rihal - Data Solution *Muscat, Oman*
Senior Software Engineer - Full-time *Sept 2021 - Present*
- Led a team of 6, collaborating with product engineers to gather and analyze requirements, which enabled the successful development and market launch of a new product.
- Successfully deployed and managed multiple applications using Docker on different environments, incorporating SSL certificate installation and identity provider integration.
- Accelerated development speed by 40% through the independent implementation of core features using Golang and React with Typescript, streamlining the project timeline and boosting productivity.
- **Technical Skills:** Golang, PostgreSQL, Docker, Nginx, React, Keycloak, GitHub Actions.

Rihal - Data Solution *Muscat, Oman*
Software Engineer - Intern *Apr 2021 - Sept 2021*
- Optimized PostgreSQL queries using cached materialized views, boosting query speed by a factor of 1000x, which reduced the average response time from 50 seconds to 50 milliseconds.
- Successfully migrated the front-end interface of a project serving 100 users from Material-UI to Carbon Design System, leading to improved UI consistency and enhanced user experience.
- Developed a new dashboard for real-time database metrics, improving system usability and leading to more increase in user satisfaction scores.
- **Technical Skills:** Golang, PostgreSQL, React, Webpack, Typescript, Cypress, OPA.

Education

University of Minnesota-Twin Cities *Minneapolis, MN*
B.S. in Computer Science, GPA: 3.56/4.00 *Dec 2020*
- Member of Association for Computing Machinery (ACM)
- Treasurer of Omani Students Union
- **Courses:** Advanced Algorithms and Data Structures (Grad). Animation and Planning in Games (Grad). Introduction to Artificial Intelligence. Internet Programming. Practice of Database Systems. Programming Graphics and Games. Program Design and Development.

Projects

Boids and Flocking Simulation *July 2020*
- Created multi-agent flocking simulation using processing framework.
- Simulated systems of multiple interacting particles in 2D.
- Allowed the user to interact with the simulation using the keyboard for a better user experience.
- **Technical Skills:** Java, Computer Graphics, Processing.

Single Agent Navigation AI Simulation *July 2020*
- Developed an app using Processing framework that simulates single-agent navigation system.
- Built a 3D graphic window that displays a moving boat navigating between obstacles.
- Allowed the user to specify the starting and the ending positions of the agent or assigned it randomly by the program.
- **Technical Skills:** Java, Computer Graphics, Processing.

Buy and Sell Web Application *Sept 2019*
- Built an interactive Flask web application that allowed students to sign up and log in to the website.
- Developed the app to allow students to sell and buy books and publish events on the website.
- Incorporated the use of multiple frameworks and libraries such as SqlAlchemy, WTForms, and Bootstrap.
- **Technical Skills:** Python, Flask, Bootstrap.

Skills

Programming	Golang, Typescript, Python, C/C++, HTML/CSS, JavaScript, SQL, Ocaml and Java.
Miscellaneous	Bash, Docker, Cypress, Webpack, OPA, Git/GitHub, Linux and Emacs.