

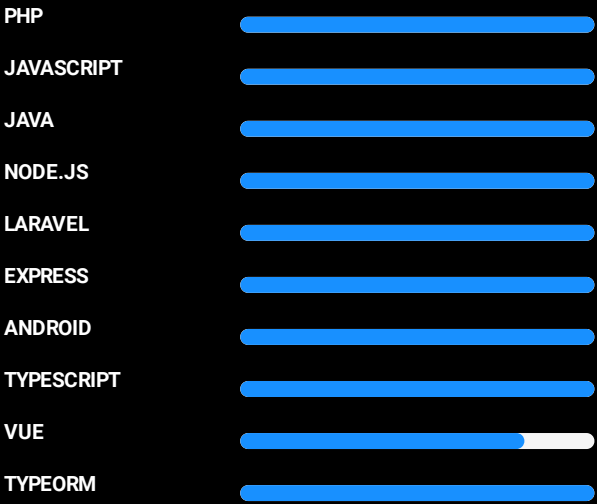
About me

I am backend developer with a passion for creating efficient software. I am skilled in PHP, NODE.JS and many other languages and frameworks. I use SQL/NOSQL Databases, DMBS and ORMS and I use the best design patterns and algorithms to build projects . I am eager to contribute to the development of cutting-edge applications.

Career Objective

Seeking a position in an organization where I can leverage my skills to contribute in the growth of the company and expand my knowledge.

Technical Expertise



Skills / Exposure

Algorithms

Data Structures

SQL

NOSQL

MYSQL

PGSQL

MONGODB

REDIS

Methodology / Approach

Component based architecture

Design Patterns

Test Driven Development

MVC

MVP

Tools

Git

VS Code

Jira

Webpack

Eclipse

Bitbucket

yarn

vite

npm

Education

B.SC, BUILDING

2018 - 2022

Experience

Cryptogeniusgem

Lead Developer

March 2022 - December 2022

- Used my experience with backend development to define robust and server-side architecture and components for projects.
- Developed frontend User Interfaces using the best technologies.
- Responsible for integrating cryptocurrency apis into websites.
- Kept the code quality high reviewing code from other developers and suggesting improvements
- Interacted with the designer to suggest changes and to make sure the view he has about the design is translated into actual functionality

Key Projects / Involvements

- NEXTMOONSHOTGEMS** : Responsible for the development of <https://nextmoonshotgems.com> a cryptocurrency voting and advertising platform.
- ALDIO** (NODEJS, TYPESCRIPT, PGSQL) A music streaming service at <https://aldio.up.railway.app>
- MPMUSIC** - (JAVA) Android Music Player <https://github.com/ayDavidgithere/mpmusic>
- LARAVARSITY** - Present (LARAVEL PHP) A complete School Management System <https://laravarsity.herokuapp.com>

Activities

- TECHNICAL WRITING** AT <https://hashnode.com/@aydavid>
- GITHUB** contributing to the open source PHP Algorithm repositories at <https://github.com/ayDavidGitHere/PHP/tree/master>

