Md Eftakhairul Islam

linkedin.com/in/eftakhairul | github.com/eftakhairul

Address: 95 Rue De Valognes, Laval, QC, H7M 4A8, Canada
Email: eftakhairul@gmail.com | Mobile: +1 (438) 985 2516

Brief

Skilled software engineer with over 13 years of professional experience in software architecture and implementation. Specialized in DevOps, Cloud technologies, and distributed architectures.

Technical Skills

Languages	:	Golang, Node.js & TypeScript, Ruby, PHP, Python, Java
Frameworks	:	Gin, Express, Angular, Rails, Laravel, Symfony, Django, Play
Databases	:	MySQL, PostgreSQL, MongoDB, Elasticsearch, InfluxDB, Aerospike, OrientDB, Redis, Memcached
Infrastucture	:	Kubernetes, Nomad, Kafka, Terraform, Ansible, Puppet, Packer, Jenkins, AWS, GCP, Azure

Experience

Senior Software Engineer   **August 2024 – Present**
GoodRx   *Montreal, Canada*

- Architected and started implementation of new Identity microservice based on **Hexagonal architecture**.
- Implemented and enhanced multiple new features to the existing microservices based on **Golang & Amazon Neptune DB**.

Senior Software Developer   **July 2023 – July 2024**
National Bank of Canada (NBC)   *Montreal, Canada*

- Implemented multi-tenant private API marketplace based on **OpenAPI Specification (OAS)**.
- Lead, implemented and enhanced multiple new features to the Bank internal applications based on **Golang**, while abiding by a Test Driven Development **(TDD)** process. Deployed them on **Kubernetes**.

Senior Software Developer   **January 2021 – May 2023**
Unity Technologies   *Montreal, Canada*

- Lead the architecture of a highly scalable and automated end-to-end logging pipeline for containerized game servers, leveraging **Kafka, Elasticsearch, Vector and GCP**.
- Designed, developed, and deployed a payload-store for game session management—available to Unity developers as a backend as a service **(BaaS)** offering. Built with **Golang** atop of **Redis**.
- Architected and lead the development of the multiplayer game hosting portion of the Unity Core Apps product line. Optimized the solution to work on bare metal with low latency and six nines uptime.
- Built an in-house orchestration tool based on **Nomad** for bare-metal servers.

Software Engineer   **Oct 2017 – Jan 2021**
Index Exchange   *Montreal, Canada*

- Built and introduced "**infrastructure telemetry**" metrics, observability and process documentation, resulting in increased reliability and enabling change visibility. Leveraged **Golang, Kafka, Grafana** and **InfluxDB**.
- Rewrote and refactored legacy **Perl-based** cire exchange platform. Participated in weekly release hardening and pushed for seamless change deployment through custom CI/CID pipeline.
- Responsible for the enhancement of the core bidding platform based on **OpenRTB**. Architected and built the "**native ad**" feature and led integration into the Core Biding platform.

Team Lead & Software Developer   **Jul 2016 – Oct 2017**
Payment Rails Inc. aka Trolley   *Montreal, Canada*

- Wrote and deployed the initial version of the Trolley Core API platform in **TypeScript, Express.js and PostgresSQL**. Automated **CI/CD pipeline on AWS**.
- Lead a team of five engineers. Made final decisions on tech stack, architecture and development processes.

Senior Software Developer   **Aug 2015 – May 2016**
Executable Design Inc.   *Montreal, Canada*

- Led the team and established the technical direction in **Node.js, MySQL** & **OrientDB** for various in-house projects.

- Analyzed, architected and implemented various distributed applications.

Software Developer   **Aug 2014 – June 2015**
IOU Finance Inc.   *Montreal, Canada*

- Implemented new feature and refactored the legacy code of their in-house loan processing applicaiton based **Ruby on Rails**.
- Automated the CI/CD pipleline based on **Jenkins & AWS cloud**.

EDUCATION

Concordia University
Master of Engineering (M. Eng.) in Software Engineering   *Sep 2013 – Dec 2015*

BRAC University
Bachelor of Science (B.Sc.) in Electrical and Electronic Engineering   *May 2007 – Dec 2010*