

HABIB SHAIKH

FULLSTACK DEVELOPER

ABOUT ME

Results-oriented Software Engineer with **over 5 years of experience** in **JAVA, SPRING, ANGULAR, Postgres, MongoDB, Microservices, Kafka, Jenkins, and Docker**. Demonstrated success in project delivery through the development of impactful **microservices**, meticulous **system designs**, effective **project planning**, and **collaboration** with cross-functional teams for project success.

WORK EXPERIENCE

Senior Backend Developer

2024 - PRESENT

DSJ Keeplearning | Mumbai, IN

- **Managed a team of six**, assigned tasks, resolved vulnerabilities and dependencies, tracked resource consumption and server load, prepared release notes and daily reports, and implemented agile practices.
- Migrated backend from **Struts 2** to **Spring MVC**, and frontend from **FTL-based** multi-page app to **React-based** single-page app, separating them into microservices.
- Abstracted general **CRUD** operations on entities using **reflections** and **abstractions**.
- Migrated from **Hibernate Criteria Builder** to **Spring JPA Specifications**, and created wrapper classes for joins and restrictions.
- Implemented **Spring-managed transaction system** behaviour with accurate transaction **propagations**.
- Added **JWT-based** authentication and **role-based** authorization using **Spring Security**, and used servlet filters and interceptors.
- Added table auditing using **Hibernate Envers** and configured connection pooling with **Spring Hikari**.

Fullstack Developer

2021 – 2024

Go4Clients | Florida, US

- Significantly expanded the product's reach and scope by developing **three new channels for customer engagement**: Whatsapp, Facebook and Webhooks.
- Fulfilled major backend and frontend requirements, contributing to more than **35 interconnected microservices** with the addition of **three new Spring Boot microservices** to the product.
- Engineered a new **WhatsApp campaign microservice**, for bulk messaging, tracking conversations and engagement.
- Developed the **Facebook lead engagement** feature, empowering users to seamlessly connect their Facebook accounts and track leads from their pages.
- Created a **webhooks microservice** enabling users to generate unique links that can be seamlessly integrated into their ad campaign forms.
- Implemented a new **notification unit** capable of automatically **sending SMS, Email, and Call notifications** to update users about their campaign events and resource consumption.
- Designed a system for sending **asynchronous notifications for payments** made through mediums such as **Crypto/Bitpay, Paypal, and credit cards**, handling different payment gateway systems and exposing APIs for transactions.


Fullstack Developer


2019 – 2021

Zeus Learning Pvt. Ltd. | Mumbai, IN


- Introduced **Single-Sign-On (SSO)**, enabling users to log into the product through various E-learning platform accounts and facilitating **data sharing between the systems**.
- Optimized data handling with the creation of an e-commerce-like filter, employing **efficient queries** to enhance fetch speed from **5 seconds to 500 milliseconds**.
- Streamlined the customer onboarding process by implementing a **Bootstrap tour** for three new features and ten existing sections of the product.
- Created a custom **n-level tree component** that is used widely throughout the app.

CONTACT

 habibakhtar201@gmail.com

 +91 730-3930-806

 LinkedIn

 Portfolio

SKILLS

JAVA

SPRINGBOOT

ANGULAR

TYPESCRIPT

POSTGRES

MONGO

VAADIN

REACT

C#

KAFKA

ELASTICSEARCH

STRUTS

ACTIVEMQ

SOFTWARE & TECHNOLOGIES

TOMCAT

GIT

JENKINS

DOCKER

INTELLIJ

VSCODE

ECLIPSE

JIRA

META SDK

INTELLIJ

OAUTH 2.0

SSO

JWT

SSH

EUREKA CLUSTER

MICROSERVICES

REST

OTHER PROJECTS

- **Prison Escape**: 2D tile-based platformer game developed in Unity 3D.
- **Space Invader**: Shooting game developed in Unity 3D.
- **Garden Defenders**: Game developed based on the concepts of Plants Vs Zombies.
- **Castle Protectors**: Classic tower defence style game showcasing various particle effects and an inventory system.