

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

- Led the project migration from **Struts 2 to Spring MVC**, which involved restructuring the entire backend.
- Implemented a **security module** for the system that did **JWT-based** authentication and **role-based** authorization using **Spring Security**.
- Used **JAVA reflections** and created **Annotation classes** to abstract all the CRUD operations and **dynamically generate queries** based on the filters provided in the API call.
- Moved from **Hibernate queries to JPA specifications**, configured the DB connection pool and abstracted the **transaction behaviour of the system**.

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**.
- Implemented a **new notification unit** capable of automatically **sending SMS, Email, and Call notifications** to update users about their campaign events.
- Implemented a **dynamic monitoring system for resource consumption**, issuing warnings through theme changes, in-app notifications, and popups for varying resource consumption levels.
- 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.