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Haitham Abdullah

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I am a full-stack software engineer passionate about creating interactive web experiences, developing innovative solutions, and delivering reliable applications. With a strong focus on creativity and experimental design, I bring over 10 years of expertise in graphic design and digital art. I am eager to leverage this unique blend of skills to build engaging and cutting-edge web applications.

Work Experience

Full Stack Junior Developer **Mega Group** **2023–present**
Frontend/Full Stack Istanbul, Turkey

- I began my career in development in Mega as a Frontend Developer, building static e-commerce websites using vanilla **JavaScript**, **HTML**, and **CSS**
- As I advanced my skills in modern frameworks and technologies like **React**, **Redux**, **React Native**, **Node.js** and the **MERN** stack, I transitioned to developing full-stack e-commerce websites, taking on more complex projects that integrated both frontend and backend functionality.

Web Designer **Mega Group** **2022-2023**
senior graphic designer Istanbul, Turkey

- Led the design and digitalization of the company's web identity, ensuring a cohesive and professional presence for a tech solutions company.
- Developed and refined the company's core brand identity, creating designs that align with its vision and industry standards.
- Created the physical designs like business cards, banners, printed logos and colors schemes.
- Designed media assets, including client-focused social media posts, web graphics, and additional visuals, utilized for the digitization process and integrated seamlessly into **WordPress** platforms.

Graphic Designer/Illustrator **Freelance** **2015-2020**
graphic designer and digital illustrator Iraq-Turkey

- Worked on commissioned projects, creating logos, posters, and digital illustrations tailored to client needs.
- I specialized in producing highly detailed digital portraits in a realistic style, showcasing advanced artistic techniques and attention to detail.

Projects

- **Slyder (Social Media Web App)**
  For my graduation project, I developed a social media platform called *Slyder* after conducting extensive research on the challenges and shortcomings of existing platforms. My aim was to address key issues, such as invasive algorithms and vulnerable authentication methods.
  To enhance user privacy, I implemented a secure authentication mechanism using refresh tokens stored in **HTTP-only** cookies, mitigating the risks associated with stolen access tokens—a vulnerability commonly exploited in high-profile hacks. For content recommendations, I designed customizable sliders that allow users to control the inclusion or exclusion of specific topics in their feed, providing a more personalized and transparent algorithm. Additionally, I incorporated advanced UI customization, enabling users to adjust the appearance and layout of various interface elements through intuitive sliders.

Beyond these unique features, the app includes all the essential functionalities of a modern social media platform: posting, commenting, liking, real-time messaging, real-time notifications, client-server caching, and scaling potentials. The app was built using a robust tech stack, including **React**, **Node.js**, **REST APIs**, **Redux Toolkit (RTK)**, and **Socket.io**.

For data storage, I utilized **MongoDB** for the remote database, **Cloudinary** for image management (uploading, resizing, and backups), and **Redis (via Upstash)** for server-side caching. The frontend is hosted on **Vercel**, while the backend runs on **Render**. You can explore a live preview of *Slyder* through my portfolio.

Education and Certifications

- **BEng. Software Engineering,**   **2020–2024**
  University of Uskudar, Istanbul.
  Cumulative 3.72/4.00, high honors.

Technologies and Languages

- **Languages:** JavaScript (Advanced), Python, Java, C#, SQL.
- **Technologies:** React (Advanced), Redux (Advanced), Node.js (Advanced), MongoDb (Advanced), Three.js, Three-Fiber, Socket.io, RestAPI, Redis, Git, Restful, Ejs, React-Native.
- **Other:** Database Management, Product Management, SRS Documentation, Waterfall/Agile Development methods, Vercel, Render, Photoshop.

Interests

- I spent 10 years of my life doing art, now I am enjoying coding and playing guitar.

Languages

- **English** (Fluent), **Arabic** (Native), **Turkish** (Basic).