Hosein Ladmakhi nejad

React & React Native Developer

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📅 19th January 2003

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PROFILE

Experienced Next.js Developer with a strong proficiency in React, boasting a robust technology background and an impressive track record of 4 years in crafting exceptional React applications. Proficient in TypeScript and JavaScript, with a keen eye for optimizing frontend performance, coupled with a knack for troubleshooting and debugging to enhance overall system efficiency.

SKILLS

Core Frontend Technologies: (React | Next.js | JavaScript | TypeScript | HTML | CSS | Sass | Pwa | Webpack | Git)

UI/UX and Styling (Tailwind CSS | Ant Design | Material UI | DaisyUI | Figma | Adobe XD)

State Management (Redux | Rtk Query | Context Api | Zustand | Jotai)

API and Data Handling (RestApi | Graphql | Apollo Client | React Query | Swr)

Performance and Design Patterns (Web Performance Optimization | Design Patterns | Solid | LightHouse | Profiler)

Data Validation and Form Handling (React Hook Form | Formik | Zod | Yup | Joi)

PROFESSIONAL EXPERIENCE

React, NextJS Developer, Varzeshsoft - Gym Management CRM   August 2022 – present

This company includes several different projects. These projects are related to an admin panel, an e-commerce website, and also application that is used for the gym. All of these projects allow gym customers to manage their service and prepare some reports about how they work and pay the salary of their contractors

- **Key Roles:**
- Managed Admin Panel using ReactJS and Material UI.
- Developed applications with Next.js.
- Used technologies like React Query, TypeScript, Material UI, React Hook Form, and Zod for the admin panel.
- Proficient in Next.js, PWA, TypeScript, and web application optimization.
- Collaborated on design and documentation using Figma.

- Led CI/CD operations with GitLab CI.
- Experienced with Linux distributions.
- Working With Styled Components for e-commerce

React Developer, Polygony Startup   June 2021 – August 2022
Tehran, Iran

During my journey at Polygony Startup, I contributed to a range of projects, strengthening my technical expertise, honing my problem-solving abilities, and gaining valuable experience in a dynamic and innovative environment, while emphasizing effective teamwork and collaboration."

Dibarg Project - Online Newsletter and Digital Catalog
- **Key Roles:**
- Utilized React and Material UI to create a user-friendly interface.
- Customized UI components using styled components for a unique look and feel.
- Managed version control with GitLab to facilitate team collaboration.
- Implemented client state management with Context API and useReducer.
- Developed a TypeScript foundation for code reliability.

Bazdidan Project - Buy and Sell Homes
- **Key Roles:**
- Designed an online platform for home buying and selling, especially relevant during the COVID-19 pandemic.
- Created the user interface from scratch using CSS-in-JS tools, like styled components.
- Implemented real-time chat with Socket.IO
- Improved performance with virtual lists and memorization techniques.
- Managed state with Redux Thunk, adhering to an object-oriented programming paradigm.

3dily Project - 3D Model CRM for Customers and 3D Artists
- **Key Roles:**
- Contributed to the development of 3dily, a 3D model CRM system.
- Utilized React, TypeScript, and React Query for efficient data handling and user interactions.
- Gained expertise in implementing a real-time notification system with Socket IO.

These experiences at Polygony Startup have not only enhanced my technical skills but also taught me the value of effective teamwork, version control, and problem-solving in a fast-paced startup environment. I look forward to applying these skills and experiences to future challenges in my career.