

# Asad (Asaduzzaman Pavel)

## Backend Software Engineer

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SUMMARY	Software Engineer with a decade of experience in building robust, performant, and scalable distributed systems. Proficient in multiple programming languages and frameworks, with a passion for creating innovative software solutions. Strong technical leadership skills with a track record of successfully leading technical projects and collaborating effectively with cross-functional teams.	
SKILLS	<b>Backend:</b> Go, PHP, TypeScript, JavaScript, Python, SQL <b>Frontend:</b> HTML, JSX, TypeScript, JavaScript, React, Angular <b>Database:</b> MySQL/MariaDB, PostgreSQL, TimescaleDB, MongoDB, Redis <b>Version Control:</b> SVN, Git <b>Operations:</b> Linux, Kubernetes, Docker, AWS, GCP, Github/GitLab CI/CD, Jenkins, Ansible, Terraform, Pulumi, Prometheus, Grafana, ELK Stack, DataDog <b>Practices:</b> Serverless, Microservices, RESTful API, WebSocket, gRPC, GraphQL, TDD, BDD, Agile	
LANGUAGES	English ( <i>Fluent</i> ) , Bengali ( <i>Native</i> )	
EDUCATION	GCSE A level <i>Science</i>	2007-06-01 — 2009-06-30
EXPERIENCE	<b>Freelance Full Stack Developer</b> <i>Self-employed</i> <ul style="list-style-type: none"><li>◦ Created a wallet website in PHP for a gaming platform, automating credit/debit operations from in-game activities using Go.</li><li>◦ Received positive feedback from clients for my exceptional communication, responsiveness, and commitment to delivering exceptional results.</li><li>◦ Provided ongoing maintenance and support for existing clients, ensuring the smooth operation of their systems.</li></ul>	2022-10-01 — Present
	<b>Backend Software Engineer (Contract)</b> <i>Allrites</i> <ul style="list-style-type: none"><li>◦ Optimized the response time of the website by 2500 milliseconds, significantly improving overall user experience and performance.</li><li>◦ Implemented staging auto shutdown during off-peak hours, resulting in cost savings and improved resource utilization.</li><li>◦ Added auto startup/shutdown for encoding servers based on demand, ensuring efficient resource allocation and cost-effective scaling.</li><li>◦ Built pulumi IaC (Infrastructure as Code) to streamline the deployment and management of cloud infrastructure.</li><li>◦ Added monitoring and distributed tracking, enhancing system observability and enabling proactive issue detection and resolution.</li></ul>	2022-09-01 — 2022-11-15

**Backend Software Engineer**

2017-03-01 – 2022-09-30

*Rise Enterprises RSC Limited*

- Saved \$40,000 annually by optimizing server and storage usage, resulting in reduced operational costs.
- Developed highly scalable microservices capable of handling hundreds of thousands of requests, optimizing performance and resource utilization.
- Integrated numerous RESTful and WebSocket APIs to aggregate price based on volume, contributing to data-driven decision-making processes.
- Designed and implemented a highly scalable and fault-tolerant distributed system using Go, PostgreSQL, and Redis, achieving 99.99% uptime.
- Orchestrated Docker container clusters using Kubernetes, enabling efficient container management and scalability.
- Implemented a CI/CD pipeline using GitLab CI/CD, reducing deployment time by 80%.

**Full Stack Engineer**

2016-06-01 – 2017-02-28

*Eleven Digital, Inc.*

- Developed a hybrid ticketing platform for live events, achieving a significant user base with 100,000 views and 2,500 downloads in the first week.
- Designed and implemented an Ad-tech platform, contributing to innovative advertising solutions for clients.
- Created several prototypes for mobile and web applications, exploring new technologies and user experiences.
- Collaborated with cross-functional teams to develop and implement new features, ensuring a smooth transition and no downtime during system implementations.

**Full Stack Engineer**

2014-07-01 – 2016-06-30

*VDYO Pty Ltd*

- Led the development of a highly scalable multi-tenant video-on-demand SaaS platform, adopted by leading media companies, including AACTA.
- Incorporated advanced features such as Digital Rights Management, Video Encryption, Multi-bitrate Streaming, Heat Map Analytics, and Facebook Integration.
- Ensured user and data security with features like Custom Branding and URLs, Digital Rights Management, and Pre-Roll Advertising.

**Freelance Full Stack Developer**

2013-12-01 – 2014-06-30

*Self-employed*

- Received positive feedback from clients for my exceptional communication, responsiveness, and commitment to delivering exceptional results.
- Collaborated with clients to determine project scope and requirements, ensuring the timely delivery of high-quality products.
- Provided ongoing maintenance and support for existing clients, ensuring the smooth operation of their systems.

**Full Stack Developer**

2011-02-01 – 2013-11-30

*Stuffinabox Solutions*

- Developed a highly scalable and fault-tolerant CRM and IMS (Inventory Management System) using PHP, MySQL, and memcached, achieving 99.99% uptime.
- Designed and implemented a CI/CD pipeline using Jenkins, reducing deployment time by 80%.
- Integrated with HugesNet, a satellite internet service provider, to provide a seamless experience service providers and customers.
- Provided high-quality support to ensure a smooth transition and no downtime during