

Hamza Arif

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A seasoned Software Engineer and Team Lead with seven years of experience and a Computer Science degree. His extensive technical expertise includes JavaScript, Node.js, PHP, MySQL, Android, iOS, React, React Native, Laravel, and DevOps. Renowned for his leadership abilities, Hamza effectively guides and mentors' development teams, balancing efficient project management with fostering an environment that encourages creativity and collaboration. In his technical roles, he has built resilient web applications with frameworks like React and Laravel and developed user-focused mobile solutions across Android and iOS. His deep understanding of DevOps principles allows him to streamline deployment processes, ensuring smooth and efficient operations throughout the software lifecycle.

WORK EXPERIENCE

Lead Software Engineer

Plugd Inc | Dubai, AE | Remote (full-time) | 2021 – current

- Solely developed and deployed a full-scale restaurant management and online ordering platform from scratch.
- Built responsive customer and staff interfaces using **React.js** and **React Native**.
- Engineered backend services using **Node.js** and **SQL**, implementing RESTful APIs and core business logic.
- Architected infrastructure on **AWS** (EC2, Route 53, S3), ensuring secure, scalable, and high-performance deployment.
- Developed a **POS (Point of Sale)** system with order handling, real-time status updates, and offline fallback support.
- Implemented **recipe-based inventory management**, auto-deducting ingredients based on order volume to reduce wastage and streamline procurement.
- Enabled features like commission-free online ordering, contactless dine-in, in-house delivery, and CRM/loyalty modules.
- Conducted end-to-end testing and enforced best practices in security, performance, and maintainability.

Team Lead

Hixol | Employee (full-time) | 2019 – 2021

- Led a cross-functional team of 10 engineers (frontend, backend, mobile) to deliver complex digital solutions across web and mobile platforms.
- Spearheaded the development of Uber-like taxi applications with advanced **Google Maps integrations**, real-time tracking, route optimization, and driver-customer interaction modules.
- Managed multiple full-stack projects using **Laravel, PHP, React.js**, and **native mobile technologies (iOS - Swift, Android - Java)**.
- Architected and deployed scalable backend infrastructures on **AWS and Google Cloud**, ensuring high availability and security.
- Oversaw the complete SDLC (Software Development Life Cycle), from planning and technical design to testing and deployment.

- Collaborated with stakeholders to translate business requirements into technical specifications and deliverables.
- Implemented best practices in code quality, performance optimization, and CI/CD pipelines.
- Mentored junior developers, conducted code reviews, and fostered a culture of continuous improvement and learning.

Software Engineer

IBEX | Employee (full-time) | 2018 – 2019

- Maintained and supported a large-scale **Call Center Management Software Suite** developed in **Core PHP**.
- Handled multiple system modules, including those built on **WebRTC** for real-time **call management**.
- Integrated **Live Helper Chat** into the PHP system to enable web-based customer chat functionality.
- Developed a middleware layer between **Firebase** and **Live Helper Chat** to facilitate real-time **mobile messaging support**.
- Ensured smooth operation and bug fixing of critical customer support systems used by high-volume call center teams.
- Collaborated closely with support teams to improve response time and system reliability.

Android Developer

OCTA Solution | Employee (full-time) | 2017 – 2018

- Led and managed multiple Android and iOS application projects, including **Digitize Coin** and **vending machine applications**, ensuring timely delivery and high performance.
- Developed Android applications using **Java**, focusing on UI/UX, performance optimization, and hardware integration.
- Built iOS applications using **Swift** with **Storyboard-based** UI design, ensuring smooth and intuitive user experiences.
- Coordinated with cross-functional teams including designers, QA, and backend developers to ensure seamless app functionality.
- Oversaw project timelines, feature planning, and delivery milestones for several mobile app initiatives.
- Contributed to app store deployment processes, ensuring compliance with Google Play and Apple App Store guidelines.

Software Engineer

World White Tech | Employee (full-time) | 2016 – 2017

- Developed "**Louis Fortune**", a mobile 2D platformer game in **Unity**, featuring a custom-built **physics engine** for smooth movement, gravity, and realistic collision detection.
- Designed challenging levels with dynamic obstacles, wall-jumps, traps, and collectible items to enhance replay ability.
- Built a **Space Shooter** mobile game with enemy AI, power-ups, level progression, and parallax scrolling for immersive gameplay.
- Implemented core gameplay systems including shooting mechanics, health bars, explosion effects, and score tracking.

- Optimized both games for **Android and iOS** devices, ensuring high performance and smooth gameplay across various screen sizes.
- Utilized Unity's **Animation and Particle Systems** to create engaging visual effects for actions, damage, and environment.
- Integrated responsive **touch controls** for precise user interaction and improved mobile experience.
- Conducted rigorous **playtesting and debugging**, resulting in polished releases with minimal crashes or performance issues.

RELEVANT SKILLS

Frontend: React.js, React Native, HTML5, CSS3, JavaScript, iOS (Swift with Storyboard)

Backend: Node.js, Express.js, Laravel (PHP), Core PHP, RESTful APIs, SQL (MySQL), Firebase

Mobile Development: Android (Java), iOS (Swift), React Native, Google Maps SDK, Hardware Integration

Cloud & DevOps: AWS (EC2, S3, Route 53), Google Cloud, CI/CD Pipelines, Scalable Infrastructure, Cloud Security

Tools & Platforms: Git, Postman, Xcode, Android Studio, Firebase, Live Helper Chat

Project & Team Management: Agile/Scrum, SDLC Management, Technical Planning, Stakeholder Collaboration, Team Leadership & Mentoring

Specialties: Restaurant & POS Systems, Inventory Management, Taxi Booking Apps, CRM/Loyalty Systems, Real-Time Messaging, Customer Support Systems, Mobile Games

Game Development: Unity3D, C#, 2D Physics, AI Systems, Animation, Mobile Optimization

EDUCATION

2016 BS (Computer Science) **GIFT University (Gujranwala, Pakistan)**

I have studied core knowledge of programming in C++, learn about algorithms and a lot of stuff related to Networks, Compilers, Databases and UI/UX.

2012 ICS (Physics) **GIFT University (Gujranwala, Pakistan)**
