

# Hamza Arif

Gujranwala, Pakistan • Tel: + (92) 321 7438116 • Email: [kbhamzaarif@yahoo.com](mailto:kbhamzaarif@yahoo.com)  
• LinkedIn: [linkedin.com/in/hamzagrw](https://www.linkedin.com/in/hamzagrw)

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A Software Engineer with 8+ years of experience in full-stack and mobile development across food tech, Agri tech, mobility, gaming, and customer support domains. Expert in JavaScript, Node.js, PHP, React, React Native, Laravel, and DevOps practices. Led cross-functional teams, delivered 30+ features across 10+ products, and architected scalable solutions on AWS and Google Cloud. Proven track record of building restaurant POS systems, taxi apps, CRM tools, and mobile games with performance and user experience in focus.

## WORK EXPERIENCE

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### *Lead Software Engineer*

**Plugd Inc | Dubai, AE | Remote (full-time) | MAR 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) | JAN 2019 – FEB 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) | FEB 2018 – JAN 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) | SEP 2017 – FEB 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) | JAN 2016 – AUG 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

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**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

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**2016 BS (Computer Science)**

**GIFT University (Gujranwala, Pakistan)**

**2012 ICS (Physics)**

**Superior Science Collage (Gujranwala, Pakistan)**

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