

Sajjad Abdollahi

Backend developer | PHP , Symfony , Laravel

<https://github.com/sajjadabd>

Email: mynameissajjad@gmail.com

<https://linkedin.com/in/sajjad-abdollahi>

ABOUT ME

Highly skilled PHP Developer with over 10 years of experience in developing dynamic web applications. Expert in creating efficient and scalable code using **PHP** frameworks such as **Laravel**. Strong problem-solving abilities and a passion for delivering high-quality software solutions. Excellent team player with effective communication skills.

TECHNICAL SKILLS

Languages	: PHP, JavaScript, HTML, CSS
Frameworks	: Laravel, Livewire, Blade, Symfony, Tailwind
Databases	: MySQL, Sqlite, PostgreSQL, MongoDB
Dev Tools	: Git, Gitlab, Docker, CI/CD Pipelines

EXPERIENCE

Backend Developer

May 2019 – Present

Faico Holding - Steel Factory

- Designed and developed dynamic and responsive websites using **PHP, Laravel**
- Worked with **REST APIs** to retrieve and display data from databases
- Improved database queries and implemented **Caching** mechanisms, resulting in significant performance.
- Optimized codebase, resulting in a 40% reduction in server response times
- Experienced in implementing and improving **Design Patterns** such as Factory, Singleton
- Experienced in designing and implementing **CI/CD pipelines**

Backend Developer

Apr 2016 – Feb 2019

Maghzafzar - Online Chess Game Platform

- Actively participated in **Agile** development processes, including sprint planning and daily stand-up meetings
- Worked with **MVC frameworks** to develop robust and scalable backends
- Developed new features for web application, resulting in a 20% increase in user engagement over six-month period.
- Experienced in creating and executing test cases using unit testing frameworks such as **PHPUnit** and Pest
- SQL queries for the system's high-load components were optimized, which cut database expenditures by 20%

EDUCATION

University Of Mazandaran

Babolsar, Mazandaran

Bachelor of Software Engineering

2010 – 2013

- the main project was about watchman route problem that is about the smallest routing path a watchman should go to see all the space on the room , the accuracy of my program was about 98% in different scenarios – the code is available on my github : <https://github.com/sajjadabd>