

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 <i>Faico Holding - Steel Factory</i>	May 2019 – Present
<ul style="list-style-type: none">Designed and developed dynamic and responsive websites using PHP, LaravelWorked with REST APIs to retrieve and display data from databasesImproved database queries and implemented Caching mechanisms, resulting in significant performance.Optimized codebase, resulting in a 40% reduction in server response timesExperienced in implementing and improving Design Patterns such as Factory, SingletonExperienced in designing and implementing CI/CD pipelines	
Backend Developer <i>Maghzafzar - Online Chess Game Platform</i>	Apr 2016 – Feb 2019
<ul style="list-style-type: none">Worked with MVC frameworks to develop robust and scalable backendsDeveloped 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 PestSQL queries for the system's high-load components were optimized, which cut database expenditures by 20%	

EDUCATION

University Of Mazandaran <i>Bachelor of Software Engineering</i>	Babolsar, Mazandaran 2010 – 2013
<ul style="list-style-type: none">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	