

# Sajjad Abdollahi

Backend developer | PHP, Laravel

<https://github.com/sajjadabd>

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## ABOUT ME

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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** with strong problem-solving abilities and a passion for delivering high-quality software solutions. Excellent team player with effective communication skills.

## TECHNICAL SKILLS

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

## EXPERIENCE

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### 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

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### 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>