Shahid Hassan

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SKILLS

Languages   : JavaScript, Java, Python, HTML, CSS
Frameworks/Libraries : ReactJS, React Native, NodeJS, ExpressJS, TypeScript, Spring Boot, Redux, Playwright, Jest
Other Technologies   : Git, CircleCI, GitHub Actions, Sentry, Figma, WebSockets, Webpack, Vite

WORK EXPERIENCE

Bayes Esports, Germany | Senior Frontend Engineer   Nov 2022 - Present

- Lead developer behind multiple frontend products overseeing the entire development process from architecture setup, design review, implementation, testing to delivery while leading a team of two, effectively collaborating with four other teams as a part of a cross functional team. Applications include betting odds feed platforms, video on demand applications as well as internal CMS applications built using **React, TypeScript** and **Redux (RTK Query)** with **Mantine UI** used to create a shared reusable component library and **Jest** and more recently **Playwright** for unit, snapshot and end to end testing.
- Developed an easy to integrate embeddable video player **JavaScript** library that consumes **HLS** video streams, to allow clients to seamlessly integrate in to their own video on demand platforms. **Webpack** and **Typescript** were used to setup the library and the player was developed to be framework agnostic to ensure maximum compatibility. **Jest** was used for unit tests and the library was also shipped to **NPM** repository with comprehensive documentation as well as integration support provided.
- Contributed to the development of Bayes Widget, an embeddable client side library that provides realtime esports analytics, interactive 2D maps as well as embedded live streams. The tool was built using **NX React** and **Tailwind CSS** was used style the application with **Context API** being used for state management.
- Contributed to the overhaul of multiple legacy frontend applications, refactoring towards a more modular architecture, migrating from basic API implementations to **RTK Query** introducing caching and improving overall performance, replacing cluttered SASS files with cleaner reusable component library based on **Mantine UI,** as well as writing reusable workflows in CircleCI and more recently GitHub Actions.

Singlife - Rhino Partners, Sri Lanka | Senior Software Engineer   Dec 2021 - Oct 2022

- Developed multiple features including frontend architecture and pipeline setup for the Singlife insurance portfolio management mobile application using **TypeScript, React Native, Redux** for state management, **Jest** for unit and snapshot testing and **App Center** for continuous delivery across multiple environments for various stakeholders for both Apple and Android.

Calcey Technologies, Sri Lanka | Software Engineer   Dec 2020 - Dec 2021

- Played a pivotal role in developing complex data visualisation charts for the analytics module of Ancon Cloud portal, an all inclusive cloud POS system for restaurants built using **React** and **Typescript.**
- Sole contributor in integrating multiple **React** and **React Native** products such as Stock management module, Kiosk application and a POS application of the above cloud system to **SignalR WebSockets** which resulted in clients tracking inventory more efficiently and accurately.
- Solely responsible for reviving a deprecated **React Native** kiosk application for the Ancon Cloud, bring it to a production ready state. Also integrated **Sentry** for error tracking, **CodePush** to deploy changes directory as JS bundles with more features such as **localisation** and domain level white labelling incrementally.
- Designed and developed a drag and drop style layout management system for restaurants using **React, Canvas API** and **Konva.** Also developed to a subsequent feature to display the created layouts and manage orders for each table within the layout in a **React Native** POS application.
- Developed **CircleCI** pipelines for all products of the Ancon Cloud system which consists of **React** and **React Native** applications to seamlessly provide continuous integration and delivery across multiple different teams, stakeholders and environments.

EDUCATION

BSc. Honours, Software Engineering | Staffordshire University, UK   2016 - 2020