

Shaheer H.

Cloud Apps Developer



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SKILLS

Programming Languages

Python

JavaScript/ ECMAScript

Node & Bun Runtime

TypeScript

C# (Unity API)

Frameworks

Django & Django Rest Framework

Flask & Fast API

Nuxt 3/ Vue

Tailwind

React (Basics)

Flutter

Cloud Skills

Worked on AWS, Azure, and GCP

Infrastructure as a Code

CI/ CD Pipelines

Auto scaling and Load Balancing

Serverless Computing

Containerized Computing

Network & Object Storage

Databases Scaling

Monitoring and Logging

Events and Queues

Backups and Alerts

Cost Optimization

Advanced VPC Networking

Advanced Identity Management

Encryption and Security

ABOUT

As a Full Stack Professional in developing Cloud Apps, I excel in optimizing processes, solving complex challenges, and developing robust and scalable system performance. My expertise spans both application development and infrastructure, allowing me to align solutions effectively with your organization's objectives.

WORK EXPERIENCE

al-nafi Al Nafi E-Learnina

Full-time . 2 years

DevOps Team Lead

lan 2023 - Present

Al Nafi Cloud (alnafi.cloud)

- Developed and implemented the entire architecture of the Al Nafi Cloud project as a multi-tier application on AWS.
- Containerization with Docker and Docker Compose.
- Integrated multiple local and international payment methods (Stripe, DLocal, Easypaisa, UBL IPG) for subscriptions and in-app currency.
- Enabled launching private virtual computers in-browser using AWS SDK and VNC connections.
- Created a generic animation system for the whole frontend.

Applications Monitoring Tool

- Developed a solo project: a robust system for DNS, Ping, API, and HTML monitoring developed using Django and AWS.
- Scheduled tests via CloudWatch Events for automated performance
- Enabled email reports and real-time notifications for quick issue
- Integrated audio alerts for immediate attention to critical events.

MCQs Generator

- Developed using Django, Open Al APIs, and AWS services.
- Integrated the GPT-3.5 model via the OpenAI API to ensure high-quality content generation.
- Generate topic to MCQs or content to MCQs.
- · Parallel bulk processing and generation.
- Provided downloadable Excel sheets as output for generated MCQs.

Microservices for Courses Registration (alnafi.com)

- Led a team in developing a comprehensive project with 5 microservices on AWS.
- Designed the application architecture, and patterns, and oversaw both frontend and backend development.
- Dockerized all the microservices.
- Achieved 90% dynamic Frontend using a headless CMS and various AWS
- Integrated diverse payment methods (Stripe, Easypaisa, Jazzcash, UBL IPG) with a seamless cart and checkout system.
- Implemented user authentication through Google and Facebook for enhanced user convenience.
- Established efficient communication among microservices via API calls and message brokers, integrated with a data warehouse.

Learning Management System

- Developed a Learning Management System (LMS) on an existing Django Rest Framework and Nuxt 3 website.
- · As it was an urgent and important project, I took charge of frontend, and backend development as well as Cloud operations and completed it alone before the deadline.
- Forums, video, PDF, audio, MCQs, and many other types of lessons.
- Implemented cloud services using S3 and CloudFront for efficient content delivery.
- Prioritized speed and security by creating signed URLs for content

Tools & Libraries

AWS SDK

Node & Bun Runtime

Selenium & Puppeteer

Beautiful Soup

Numpy and Pandas (Basic)

Docker & Docker Compose

Cloudflare Tunnels & Ngrok

HaProxy, Nginx & Apache

Rabbit MQ

Redis Server

Pm2, Uvicorn & Gunicorn

Pinia & Vuex State Management

GetX State Management

Unity game engine

CERTIFICATIONS

Information Security

Freecodecamp

AWS Ed. Web Builder Sep 2023

AWS Educate

AWS for DevOps Jan 2023

Linkedin

Serverless and Dec 2022

Microservices for AWS

LinkedIn

Problem Solving Sep 2021

HackerRank

LANGUAGES

English



Oct 2023

Urdu



EDUCATION

2021 - Present

FUUAST, Karachi **Bachelor of Computer Science**

2023 - Present

UoPeople (Online, USA) English as a second language

Chatwoot

- I contributed to this and fixed build issues in Docker and Ruby gems
- Presented and deployed this solution on AWS for the support team to reply to messages received from the audience of multiple platforms easily.

Full Stack Developer

Aug 2022 - Dec 2022

Migrated from monolith to 3 Tier Microservices Architecture

- Designed and developed the frontend in Vue/ Nuxt and Tailwind.
- Created APIs using Django Rest Framework.
- Deployment the services on AWS.

Video Dubbing Tool

- Independently created a Video Dubbing Tool using Python, Azure Text-To-Speech, and FFMPEG.
- Translated English subtitles to various languages and synchronized them with corresponding video chunks.
- Dynamically adjusted video speed based on audio length to ensure synchronization with language-specific speeds.
- Input: Subtitle and video; Output: Dubbed videos in multiple languages.
- Leveraged Azure Text-To-Speech for high-quality audio synthesis in the dubbing process.

Backend Developer

Dec 2021 - Jul 2022

Maintenance and updates of alnafi.com

- Back then it was a monolithic website in Django, I maintained the scale and features of the site.
- Developed features on demand, such as a sponsorship system, loan system, coupon system, and manual and dynamic checkouts.

Custom Linux images (Nafi Linux) USB

• Customized Linux as per the requirements and created images for students to have a quick solution to perform labs.

UP Freelancing

Pirates Bay Scrapper

Developed a Python web scraper using Selenium and Beautiful Soup to extract links and information from The Pirate Bay.

E-Commerce Web App Deployment on AWS & Azure

- Leveraged AWS and Azure services to ensure high availability, fault tolerance, and efficient scaling of the application.
- Implemented load-balancing and autoscaling strategies for optimal distribution of incoming traffic across dynamic number of instances.

Quiz game with Unity and Firebase

- · Authentication system in Unity game with Firebase
- Score, Best Score, and Leader board

Hobby Projects

Hyper-Casual Games as a hobby project

- Created 3 mini Hyper-Casual games for mobile devices.
- Controls using a combination of touch and accelerometer.
- Successfully released on Google Play Store.

3D Fighting Game Combos System Logic

• Developed a combo system using Unity & C# to use different moves based on the previous move and stance within the certain time.