



Shaheer H.

Full Stack 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

Full Stack Developer specialized in Django, Vue, and AWS. Skilled in creating dynamic frontends with Vue/Nuxt and Tailwind, complemented by robust backend solutions. Proven experience in AWS, Azure, and GCP. Passionate about crafting end-to-end solutions that seamlessly integrate user-friendly interfaces with scalable microservices architectures.

WORK EXPERIENCE



Al Nafi E-Learning

Full-time . 2 years

DevOps Team Lead

Jan 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 evaluations.
- Enabled email reports and real-time notifications for quick issue detection.
- Integrated audio alerts for immediate attention to critical events.

MCQs Generator

- Developed using Django, Open AI 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 services.
- 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 access.

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	Oct 2023
AWS Ed. Web Builder AWS Educate	Sep 2023
AWS for DevOps Linkedin	Jan 2023
Serverless and Microservices for AWS Linkedin	Dec 2022
Problem Solving HackerRank	Sep 2021

LANGUAGES

English	✓
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 packages.
- 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.



Freelancing

Pirates Bay Scraper

Developed a Python web scraper using Selenium and BeautifulSoup 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.