

Fazlul Haque

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Personal Statement

A conscientious and professional person with extensive experience in software development for more than 3 years. Currently focused on web application development using latest technologies and tools. Always try to follow the industry standard during coding.

I love to solve problems and eager to learn cutting-edge technologies. A quick learner, team player, passionate, hard-working and responsible.

Key Skills

- Node.js, Javascript, Elixir(learning), Phoenix(learning)
- React Js, Angular
- MongoDB, PostgreSQL, MySQL
- Git, GitHub, BitBucket
- Pug, EJS, Twitter-Bootstrap, Materialize, SASS/SCSS
- OAuth(Facebook, Google, Twitter, Git)
- Google Map's, GCM/FCM and other Google Api's
- Gulp, Webpack
- Mocha, Chai, Sinon, Mocha-instanbut
- TravisCI, CircleCI
- Heroku, AWS, Digital Ocean

Other Skills

Although I always wanted but never had the opportunity to work with a team that fully implements agile methodologies. But I have used several scrum techniques to enhance my skills and productivity:

- Pair programming
- Continuous integration
- Sprint based development
- Test driven development

Experience

Software Engineer, Invariant Telecom, (Nov'17 — Present)

Skills: Javascript, Node.js(Express), MongoDB, FCM, SMTP

- Designed scalable and enhanced backend and database architecture
- Developed and deployed server side RESTful api services.
- Implemented gathering of functional requirements and formulated technical specifications.
- Worked collaboratively in a team environment to reach ideal outcomes.
- Developed best practices and architecture and maintain best practices.

Software Engineer, Pick N Drop, Contractual, (Mar'17 — Oct'17)

Skills: Javascript, Node.js(Express), MongoDB, Google Map's Api, FCM, SMTP, React, Redux

- Analyzed user requirements, designed and coded RESTful api services to support both mobile and web.
- Developed dashboard UI with features like realtime tracking using React-Redux and socket.io.
- Wrote test plans for coded enhancements, and participated in the testing of other team members' enhancements.
- Debugged and provided quick, efficient solutions for highly critical bugs in major releases of the product.

Software Engineer, Empire Group, (Jun'16 — Feb'17)

Skills: Javascript, Node.js(Express), MySQL, Google Map's Api, GCM/FCM, SMTP

- Redesigned the existing backend architecture of AmarRide(a Lyft/Uber like application) to increase security and data protection.
- Created endpoints and functionality for the new dashboard on the back end and engineered logic on front end pages to gather and display the data.
- Developed an public API for people outside of the system to be able to access our analytics and other public data in JSON format.
- Designed and Developed of low-latency, high-availability, and performant applications.

Game Developer (Team Lead), 143Play, (Feb'15 — Feb'16)

Skills: C#, Unity3d, Game architecture, RESTful-api intigration, Facebook OAuth/Sharing

- Developed initial concept designs for the game including game play and storyboards.
- Planed resources and managed both the team and the process.
- Developed the game using C# and Unity3d.
- Integrated back-end api's and solved complex technical problems that occur within the game's production.
- Performed effectively under pressure and meet deadlines to ensure the game is completed on time.

Education

Daffodil International University (2011 — 2015)

B.Sc. In Computer Science and Engineering.

Profile

Portfolio: <http://skarif2.me/>

Github: <https://github.com/skarif2/>

StackOverflow: <https://stackoverflow.com/users/5786171/sk-arif>