
Serge Harb – Software Engineer

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2017 - PRESENT

Head System Architect / Fibler Inc.

Node.js Backend Development with TypeScript mainly & JavaScript micro-services, vps clusters & databases, Realtime Chat Messaging, VOIP Calls, Live Video Streaming, Firebase, Payment Providers, Realtime Web Sockets, CloudFront Caching, etc.

2016 - 2017

Full Stack Web Developer / SIEGMA

Websites backed by Content Management Systems in PHP/MySQL. Frontend with Angular, Webpack and Sass.
Developed [InHype Social](#), [Azure Telecom](#), [Bejjani Group](#), and [SIEGMA's website redesign](#).

2016 - 2019

Remote Node.js Backend and React Dashboard Developer / Fitterbite

Remote work with a team of mobile developers to launch Fitterbite - healthy meals delivery mobile app.

Stackbeam – Node.js Realtime Monitoring & Debugging

Co-founder of Stackbeam, minimalistic modern companion that allows monitoring of server health, incoming requests, crashes, queries, logs and alarms through real-time charts and dashboard analytics (Node.js backend + Angular frontend Dashboard).

AnyShop, Grocery Delivery across Lebanon – React Native & Node.js

Project is currently under development with the latest cutting-edge technologies: TypeScript on the mobile apps (React Native) and TypeScript on the backend (Nest.js) as well.

TypeScript Backend Boilerplate – Nest.js Starter Project

Flexible Scalable and Customizable Nest.js Backend API Boilerplate – featuring Routing, Authentication, Localization, Environment Management, Login, Register, Mongoose ODM, Upload Module, etc.

Open Movies – Modern Angular Progressive Web App

The largest movies and series collections written using Angular framework. Torrents and Magnets links are available for every movie in 1080p and 720p qualities fetched using public torrent APIs.

Work Manager – Ionic Hybrid Mobile App

Construction Foreman Companion manages workers' salaries and payments, projects' spending, statements, future payments. Tracks owner's payment checks and daily workers report and project level analysis.

Brawl Bros – Unity Realtime Multiplayer Game

Real-time fighting game built with Unity and an intelligent Node.js server implementing sockets for data transfer, client-side prediction, server reconciliation, interpolation and lag compensation. This project was developed for research and learning purposes. Many resources from Gabriel Gambetta and Valve's articles about game dev.

Home Automation – Hardware (Raspberry PI & Arduino) & Mobile App

Raspberry PI server communicating with several devices (Arduino and micro-components) on the network. React Native App shows real-time statistics and grants control over the house through commands sent to the server.

Education

LEBANESE AMERICAN UNIVERSITY - 2018

Bachelor of Science, Computer Science

Key Courses: Algorithms & Data Structure, Software Engineering, Web & Database Management.

ONLINE COURSES – UDEMY.COM

Machine Learning and Data Science

Artificial Neural Networks, Supervised/Unsupervised Learning, Deep Reinforcement Learning.