Zeeshan Abid

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Current role	Senior Full Stack Developer at Holo
Technologies	TypeScript, GraphQL, Node.js, Vue.js, Sentry, React, Linux, Azure, .NET Core, SQL, AngularJS, Docker, RabbitMQ, Jest, Jav...

Right now I'm learning...
Terraform, I have been using Azure ARM at my current work. However, from my colleges, I have heard great things about Terraform.

Work experience

Senior Full Stack Developer, Holo ▦
Oct 2021 – Present (1y 2m)

`TypeScript` `GraphQL` `Node.js` `Vue.js` `Sentry`

- Maintained & Built Back-end using nodejs express and graphql
- Create a standard component libary that can be used by multiple projects
- Worked with clients to create acceptance criteria
- Helped integrate sentry in several projects

Senior Full stack Developer, Cox Automotive ▦
Jun 2021 – Oct 2021 (4m)

`React` `TypeScript` `Linux` `Node.js` `Azure` `.NET Core`

- Created Multi staged CI / CD pipelines
- Lowered costs on Azure by using best practicies
- Monitored services using application insights and new relic
- Created Proof of Concepts for product owner.

Full Stack Developer, Waracle ▦
Apr 2019 – Jun 2021 (2y 2m)

`SQL` `AngularJS` `Docker` `Sentry` `Azure` `RabbitMQ` `Jest` `.NET Core`

- Used Azure Dev Ops to Setup a CI/CD Pipeline
- Used Angular to develop front-end for several projects
- Managed resources in Azure Portal through ARM
- Communicating with the client on project requirements
- Used C# .NET Core to develop back-end web API
- Performed database migrations and maintained different database (Azure SQL, MySQL)
- Wrote Unit tests using JEST and XUnit
- Integrated postman unit testing with CI/CD pipeline
- Setup Azure B2C Custom XML Policies for a project
- Working with python, running on RabitMQ

Web Developer, <u>Waracle</u> ⊞   Sep 2018 – Apr 2019 (7m)

React   TypeScript   JavaScript   Node.js   MySQL

- Used typescript with NodeJs to build in-house tools for better productivity
- Worked on the front-end for multiple projects using React, SASS, javascript, and HTML
- Managed MySQL back-end server

Games Programmer, <u>Hyper Luminal Games</u> ⊞   Dec 2017 – Sep 2018 (9m)

React   TypeScript   C#   Node.js   Unity   Firebase   Git

- Worked on a 3D application using Unity3D
- Build a front-end application using React
- Integrated Firebase to multiple applications

Education

Caledonian University   Sep 2013 – Jun 2017 (3y 9m)

Undergraduate Degree (2.1) Computer Games (Software Development)

Snippets

Research Paper on Artificial Intelligence   🔗 **drive.google.com**
During my time studying at university, I did a research paper on comparing different techniques to training a neural network. In the paper, I compare 3 different techniques with a few different datasets to see what is the most optimal way to train a neural network.

3D Game Engine   🔗 **github.com**
In my free time, I am currently working on my 3D game engine. It is built on C# .NET Core in Linux.

More about me

My favourite technology is...

NodeJS because using that I can easily create a small script in a short amount of time that can help me out on day-to-day tasks. An example could be if I had to rename a large number of files.

Outside of work I...

C# .NET Core powered Game engine capable of rendering highly detailed environments. In my free time, you can usually find me working on this project.

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Interests

Hackathons, Games Jam, Working on my side projects, Cooking, PC Gaming and DnD

Languages spoken

Urdu