

Zeeshan Abid

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Current role

Senior Full Stack Developer at Holo

Technologies

TypeScript, GraphQL, Node.js, Postgres, Vue.js, Sentry, React, Linux, Azure, .NET Core, SQL, AngularJS, Docker, RabbitMQ,...

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 6m)

TypeScript GraphQL Node.js Postgres Vue.js Sentry

- Maintained & Built Back-end using nodejs express and graphql
- Create a standard component library that can be used by multiple projects
- Worked with clients to create acceptance criteria
- Helped integrate sentry in several projects
- Built a new well maintained api from scratch using nestjs

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 RabbitMQ

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

React TypeScript C# Node.js Unity Firebase Git

- Developed 3D applications using Unity3D
- Constructed interactive front-end interfaces using React
- Leveraged Firebase for data storage and user authentication in multiple applications.

Education

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.

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Languages spoken

Urdu

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.

Interests

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