

Hassān Ali - Site Reliability & DevOps Engineer

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Summary

- Platform & Infrastructure Engineer with over 6 years of experience specializing in scalable cloud architectures, CI/CD automation, and high-availability systems for B2B and FinTech organizations.
- Proven expertise in reducing cloud burn, migrating legacy monolithic services to containerized microservices, and implementing robust monitoring/observability stacks.
- Committed to Infrastructure as Code (IaC) and security-first deployment pipelines.

Work History

HAXSEN CAPITAL | Founder & Platform Engineer [↗](#) (Independent Research) Full-Time | Feb 2026 - (Present)

- Researched, planned, designed and built a potential world's no. 1 liquid staking tokenized vault [HaxsensSmartLST](#) [↗](#).
- Architected and deployed [Ethereum LST performance tracking dashboard](#) [↗](#) that analyze Liquid Staked Tokens (LST).
- Next: Planning tokenized index including ETH and USDT/USDC stable coins for generating max APR via algo investing.

PUFFER FINANCE | Site Reliability Engineer [↗](#) (Remote) Full-Time | Mar 2024 - Feb 2026

- Designed and implemented fullstack solutions to automate [ETH withdrawals](#) [↗](#), resolving liquidity & system reliability.
- Reduced infrastructure overhead by \$5,000/month by leading a full migration from AWS to GCP using Terraform (IaC).
- Developed a DB access management Slack app for employees that enhanced production security and audit.
- Managing 7+ deployments across staging and production infra with a focus on 99.9% uptime for production SLOs.
- Deployed [UniFi Testnet](#) [↗](#) using Optimism L2 rollup, blockscout & docker compose for infrastructure orchestration.

CURFLUFFLE | Software Engineer - Backend/DevOps [↗](#) (Remote) Full-Time | Jan 2023 - Mar 2024

- Designed infrastructure of fullstack game [World War Ox](#) [↗](#) for all platforms like PC Windows, WebGL, iOS and Android.
- Led a small team of Blender Artists, UI/UX Designer, Map Level Designer and a junior unity developer.
- Improved 135% performance by optimizing the runtime to improve frame rate and drops utilizing performance monitors.
- Improved game infrastructure security via simple PHP backend server used with a MySQL database.

GOVT OF PAKISTAN | Computer Engineer - Fullstack [↗](#) (Hybrid) Full-Time | Oct 2020 - Jan 2023

- Designed and developed 2 fullstack (frontend client + backend) simulators, ATGM & Sniper Rifle, compatible with original weapons via customized hardware design utilizing Arduino Uno/Leonardo coupled with gyro sensor MPU6050.
- Achieved over 95% user satisfaction resulting in successful induction which saved over **1 million USD**.
- Integrated user database using SQLite for stats with ability to show highest scoring users.

COLTO SRL | Freelance Engineer - Fullstack/Games [↗](#) (Remote) Part-Time | Oct 2021 - Jan 2023

- Worked on [Love Diana Dressup](#) [↗](#) and [CKN Toys CarHero](#) [↗](#) as an assistant developer.
- Developed and published [Scooby Doo Funfair Scare](#) [↗](#) for our client Cartoon Network UK.
- Reduced ~5x loading time using Addressables with over 93% client's satisfaction through resource optimization.

GOOGLE SUMMER OF CODE with XWIKI | Intern [↗](#) (Remote) Full-Time | May 2020 - Sep 2020

- Completed [GitHub Importer](#) [↗](#) - An XWiki extension that imports GitHub pages and wikis, using Jenkins for CI/CD.
- Imports pages in Markdown syntax with 3 syntax conversion support (XWiki, MediaWiki and Creole).
- Code has backward compatibility and unit / functional tests coverage is up to 87%.

Projects

[HaxsensSmartLST \(hxSLST\)](#) [↗](#): A [tokenized vault](#) [↗](#) that manages the market's best LSTs to provide best APY on ETH.

LST analytics dashboard (go backend + next frontend + terraform infra): [Live Web App](#) [↗](#) ; [Source](#) [↗](#).

Simple Bank [[Contracts](#) [↗](#); [Python](#) [↗](#) / [Rust](#) [↗](#) backends]. Trivia [[Unity + C#](#) [↗](#) ; [Frontend ReactJS](#) [↗](#) + [Backend .NET](#) [↗](#)].

[Puffer Withdrawal Service Callers](#) [↗](#): Responsible for calling smart contracts on schedules for automation.

[Puffer UniFi](#) [↗](#): An L2 blockchain / based rollup, <https://www.puffer.fi/unifi> [↗](#).

[GitHub Importer \(GSoC with XWiki\)](#) [↗](#): A web extension to import GitHub pages and wikis.

[World War Ox](#) [↗](#): A cross-platform online multiplayer shooter game with crypto / solana blockchain features.

[Scooby Doo Funfair Scare](#) [↗](#): An online all-platform WebGL adventure game.

Technical Skills

Programming: C#, Java, Python, TypeScript (TS), JavaScript (JS), Go-lang, Rust, Solidity, Move, PHP, Bash/Shell scripting;

Databases: PostgreSQL, MySQL, MongoDB, SQLite; **Blockchain:** Wallets, RPC, Webhook, Tenderly, Execution/Consensus;

Tech: Agile, Git, Vim/Nano, JetBrains, Postman/HTTPie, REST APIs, Next, React, Node, .NET, Jira, Unity, Redis;

Devops: Docker, AWS, GCP, Terraform, Nginx, GitHub Actions, Kubernetes, GitLab/Jenkins CI/CD, Azure, Grafana, Promtail;

Best Practices: SOLID principles, Event-driven, Observer, Builder & State Machine pattern(s) experience.

Education

Bachelor Degree - Computer Engineering

National University of Sciences and Technology, ISB Pakistan