Hassān Ali - Software & Cloud Engineer

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Summary

- Computer & Software Engineer with over 6 years of experience in developing backend web services, scalable infrastructure and cross-platform apps, who has worked in B2B/B2C/Web3 organizations.
- An individual who owns the company, values and assists the team providing a wonderful environment.
- Well experienced at code best practices, software architecture, operations and production.

Work History

PUFFER FINANCE | Software Engineer - Backend/DevOps ⬈ (Remote) — Full-Time | Mar 2024 - (Present)

Techs: Python, TypeScript, Node, Next, Express, PostgreSQL, Docker, AWS (ECS, EC2, Lambda), GCP, Terraform, GitHub Actions CI/CD, Ethers.js, Web3.js, Ethereum, DeFi, EigenLayer, Liquid Staking, Oracles, Multisig, Rollups, Smart Contracts.
- Designed and implemented fullstack solutions to automate ETH withdrawals ⬈, resolving critical liquidity issues.
- Saved over **5000 USD** monthly costs by optimizing AWS infrastructure (billing & cost studies for cloud financing) and by migrating complete backend infra from AWS to GCP with a maintainable Terraform IaC project.
- Developed a DB access management Slack app for employees that requests the Engineering Manager for approvals.
- Managing 7+ deployments across staging and production infrastructures including ECS, EC2 and Lambda.
- Deployed UniFi Testnet ⬈ using Optimism L2 rollup, blockscout & docker compose for all services.

CURFLUFFLE | Software Engineer - Backend/DevOps ⬈ (Remote) — Full-Time | Jan 2023 - Mar 2024

Techs: Solana Blockchain, Helius RPC, NFTs, PHP, C#, Unity3d, Git, SourceTree, Photon Networking, MySQL, Blockchain, Smart Contracts, Web3 wallets, DAO, NFTs Collections, IPFS, Metaplex Core.
- Developed and released fullstack game *World War 0x* ⬈ 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 increase framerate and to reduce frame drops.
- Improved game infrastructure security via PHP backend server used with a MySQL database.

GOVT OF PAKISTAN | Computer Engineer - Fullstack ⬈ (Hybrid) — Full-Time | Oct 2020 - Jan 2023

Techs: C++, Arduino IDE, C#, Unity3d, Git (local), SQL, .NET framework.
- 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

Techs: C#, Unity3d, JSLib, Git, SourceTree, Addressables.
- 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 over 5x loading time using Addressables and received over 93% client's satisfaction.

GOOGLE SUMMER OF CODE with XWIKI | Intern ⬈ (Remote) — Full-Time | May 2020 - Sep 2020

Techs: Java, Git, Jira, Jenkins CI/CD, jQuery, Apache Velocity.
- Designed and built a *GitHub Importer* ⬈ - An XWiki Extension that imports GitHub pages and wikis.
- 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

[Sample] LST analytics dashboard (go backend + next frontend + terraform infra): Live Website ⬈ ; Source Code ⬈.
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 0x ⬈: 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#, Python, TypeScript (TS), Java, 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, Rancher, Kubernetes, GitLab/Jenkins CI/CD, MS Azure;
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