

Abanoub Fathy

Software Developer

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PROFESSIONAL EXPERIENCE

Rescounts, BackEnd Developer 🌐

Mar 2022 – present | Remote

- Design, develop, test, and deploy scalable and reliable RESTful APIs using Go.
- Optimize the performance, security, and availability of the backend services and databases.
- Implement data models, schemas, queries, and migrations using PostgreSQL and ORM tools.
- Collaborate with frontend developers, product managers, and other stakeholders to deliver high-quality features and user experiences.
- Troubleshoot and debug issues across the entire stack using logging, monitoring, and debugging tools.
- Write clean, maintainable, and well-documented code following best practices and coding standards.
- Research and evaluate new technologies and frameworks to improve the backend architecture and performance.
- Integrate with other third-party libraries and APIs to enhance the functionality and interoperability of the backend services.
- Work with cloud providers like AWS to deploy, manage, and scale the backend infrastructure and resources.
- Configure and maintain CI/CD pipelines, testing frameworks, and code quality tools to ensure the quality and reliability of the codebase.

EDUCATION

SOHAG UNIVERSITY,

2014 – 2019 | Sohag, Egypt

B.S degree in Electronics & Communications Engineering 🌐

PROJECTS

Ticketing System, *full stack project built with microservices architecture* 🌐

Designed and developed a robust ticketing system leveraging a microservices architecture for enhanced scalability and maintainability.

Key Technologies:

- **Frontend:** TypeScript, Next.js (for performance optimization and server-side rendering)
- **Backend:** TypeScript (for strong type safety and improved code structure)
- **Microservices:** Developed independent, loosely coupled services for user authentication, ticket management, order processing, and payments
- **Containerization:** Dockerized each microservice for efficient deployment and management
- **Orchestration:** Kubernetes (for automated deployment, scaling, and load balancing)

Additional Considerations:

- **Communication:** Employed NATS Streaming Server for Asynchronous, high-performance communication between microservices.

- **Testing:** Implemented comprehensive integration tests to verify API interactions and data flow between microservices. Utilized mocks to simulate dependencies and isolate specific functionalities for focused testing.
- **CI/CD:** Established a CI/CD pipeline with GitHub Actions to automate testing upon code changes. Each service undergoes thorough testing before deployment to DigitalOcean's Kubernetes cluster.

Snake Game, (Golang & Ebiten) [↗](#)

Developed a classic Snake game using Golang and the Ebiten 2D game engine. This project demonstrates proficiency in Go's powerful features for structuring data and behavior. It showcases an understanding of game mechanics through snake movement logic, collision detection, and scorekeeping. Additionally, it highlights the ability to leverage Ebiten's functionalities for graphics rendering, user input, and game loop management.

Real-Time Text-Based Chat Application [↗](#)

WebChat is a simple yet powerful text-based chat application designed for real-time communication between users. Built using WebSocket technology, this app provides an instant messaging experience similar to popular platforms like WhatsApp.

Key Technologies:

- **Frontend:** basic frontend implementaion using Mustache web template system.
- **Backend:** using Nodejs and socket.io library for real time messaging between users.

PopLibrary, MVC Web project for managing libraries [↗](#)

popLibrary is a web application built using Node.js, Express.js, EJS templating engine, and a MongoDB database that empowers users to manage a library collection. It offers comprehensive CRUD (Create, Read, Update, Delete) operations for both authors and books, enabling you to seamlessly add, edit, and remove library entries.

Key Technologies:

- **Backend:** Nodejs & Express web framework
- **Frontend:** EJS template engine for allowing dynamic content generation and interactivity within views.
- **Database:** Mongoddb database for store users, authors and books info.

LANGUAGES

Arabic

Native

English

Conversational