

Curriculum vitae

Personal data

Name: Faical A.

Technical Knowledge and Skills

Javascript, CSS, React, HTML



Faical is a hard working full stack developer with advanced knowledge of IT products and significant experience with the entire product development lifecycle. He is focused on completing work quickly to consistently exceed targets. Faical is a reliable team member who is dedicated to business success and accustomed to taking on challenging tasks.

Education

September 2012 –
June 2016

Algeria
Master's degree in Computer Science, University of science
and technology

Work experience

August 2020 -
December 2021

Software development, Algeria
Technical Lead

Stack:

- HTML
- CSS
- Javascript
- React
- Typescript
- Node.js

- MongoDB

Responsibilities:

- Directed hardware, middleware, and software projects to define support processes and operations
- Led and guided technical teams to complete tasks with aggressive deadlines
- Reviewed and approved documentation and diagrams to build accurate specifications
- Recommended development options and testing strategies to achieve design objectives

April 2018 -
November 2020

Freelancing, Algeria

Web Developer

Stack:

- HTML
- CSS
- Javascript
- React
- Typescript
- Node.js
- MongoDB

Responsibilities:

- Creating websites, developing admin dashboards for multiple companies
- Managing server architecture for clients
- Created multiple bots for task automation and web scraping
- Developed a level maker for an android game

April 2016 -
April 2018

Information technology, Algeria

Web Developer

Stack:

- HTML
- Javascript
- PHP

Responsibilities:

- Designed APIs to allow outside applications and sites to interact smoothly with websites

- Developed websites to work properly across Microsoft, Google, and Mozilla browsers
- Worked on the back-end to develop server logic protocols and manage database connections
- Used coding skills to build prototype sites according to designer vision
- Created error-free code in HTML, Javascript, and PHP

January 2014 -
April 2016

Freelancing, Algeria
Web Developer

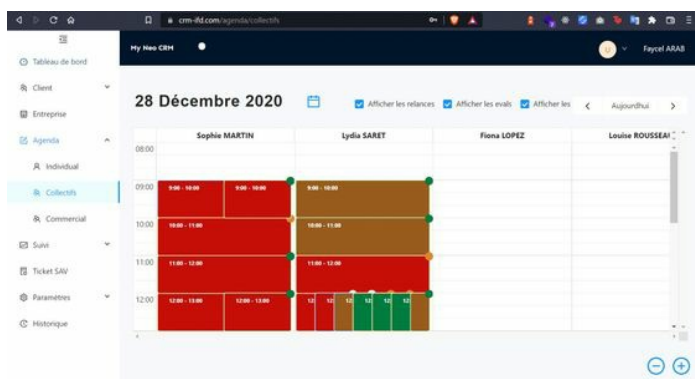
Stack:

- HTML
- CSS
- Javascript
- React
- Typescript
- Node.js
- MongoDB

Responsibilities:

- Built multiple websites for different customers

Portfolio



CRM / Management

August 2020 - December 2021

The company I work for needed a tool to manage their sales, appointments, and products; they

also needed to visualize data in a relevant way.

So the plan was to develop a software/web app to respond and satisfy the company's needs. I started working on an MVP model as a sole developer and once the latter was ready, 3 developers were recruited to help build a final product.

I was leading the team through all the stages of development besides planning and structuring and deciding on which technologies and solutions we should use.

This project presented different levels of complexity varying from a basic CRUD backend and simple display to a very complex calendar and appointments system and a role system.

Later on, more features were requested by the management including an online signature service and surveys which were done manually before and took considerable time and effort this way.

Finally, the project (Main requirements) was achieved flawlessly and was operating as intended. The company was able to manage appointments seamlessly and act upon requests accordingly. So the impact was very obvious since it was a switch from manual labour (google sheets and docs which were shared between employees) to software-based solutions which were more automated and data was reflected in real-time.

Technologies used:

Angular, Node.js, Express.js, MySQL



AUTOMATION / Backup

April 2019 - July 2020

The client had tens of thousands of videos hosted on multiple video hosting platforms, the problem was that videos would get deleted due to inactivity.

To solve this issue I created a backup system to watch the videos and create backups whenever a record is about to be deleted by inactivity.

It was a simple and straightforward solution that came with a new set of problems.

The client ended up with many URLs to keep track of and use as a video source, so I added functionality to save and serve a unique URL for any entry, this means that whenever he creates

a new video the backup system would store it and create a unique URL for it, and no matter the number of backups created for this video the client would only need to save the generated URL. Later on, to enhance the client experience, I added the possibility to upload videos and save them directly to the backup system through the latter, and it was possible because those video hosting platforms expose a public API.

The project was delivered. It was successful and was operating as intended with many extra enhancements and upgrades.

Technologies used:

React, Node.js, Express.js

Coffee shop web app / Store management

June 2018 - April 2019

An owner of multiple coffee shops needed a solution to manage and lead his shops from a single place, to solve his problem a standard coffee shop system was developed and deployed at each of his shops, which later would be connected to a cloud Firestore.

A single app managed by the owner was also developed to communicate with the Firestore and check the data he needs to check (data was displayed in a relevant way).

Updates made by the owner would immediately update the target shop app as they were all listening to updates in the database.

Technologies used:

React, Javascript, Laravel, Node.js

Game level maker / Game dev

April 2018 - June 2018

A friend of mine developed a mobile game similar to Noodles!

The problem was that he wanted to design many levels 5000 approx. and turn them into .json based game levels where each file contains the required data to render the level perfectly.

Doing that manually was so exhausting, time-consuming and error-prone.

To solve that problem I created an application that generates levels quickly (30 secs per level) and account for every little detail, in addition to that I added functionality that calculates the minimum required steps to complete the level, based on that he was able to create a star

system to display player performance.

At last, I exploited the system to make level editing possible.

Technologies used:

React, Node.js

E-Commerce website / Webdev

April 2016 - April 2018

The task was to create an e-commerce platform.

It was a straightforward development to launch the MVP using the WordPress/woo-commerce library/plugin.

I made the theme from scratch and developed all the necessary parts of the platform to get the business started. After the product launch, I started on developing some extra features and a CRM to manage sales/ bills etc.

Technologies used:

PHP, HTML, CSS, Javascript, React