

HAYTHEM CHIBANI

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MID-SENIOR WEB DEVELOPER (5+ YEARS EXPERIENCE)

A software programmer and decentralized systems enthusiast, Successfully architected and deployed 8+ production-grade applications using modern JavaScript frameworks, targeting multiple industries (restauration, legal, gaming & Data driven). Started coding at a young age developing mobile games on windows phone and shifted my skills to be focused on web development (I still make games on WebGL). Actively learning new technologies & seeking knowledge hoping to make decentralized web3 the new standard.

STRENGTHS AND EXPERTISE

Frontend development	State management	CI / CD pipelines
CSS , modern UI libraries	React JS, Next Js	Unit / E2E Testing
(Tailwind ...)	Debugging, optimization &	Scrum / Agile
Javascript/Typescript (ES7)	automation	Leading, mentoring

PROFESSIONAL EXPERIENCE

Alta Vitus GmbH Typescript developer

January 2023 - Presentt

Development of a WebGL based framework .
(Can't disclose any details due to a non disclosure agreement)

Accomplishments:

- Developed and maintained React-based user interfaces, ensuring responsive and efficient web applications.
- Contributed to the maintenance, expansion, and scaling of our proprietary WebGL-based framework, including the implementation of new features.
- Engineered automated workflow scripts that reduced manual task completion time by 70% and decreasing operational errors by 100%
- Created and maintained comprehensive software documentation, enhancing knowledge transfer and project continuity.

NORMA, Web developer

June 2022 - January 2023

Led a team to build a web application "Herit" that efficiently handles user inputs through a stepper system and generates a PDF with specific data formulations.

Accomplishments:

- Led frontend architecture and development using React.js and Next.js, implementing responsive designs and optimizing performance that improved page load times by 40%
- Engineered cloud-based solutions using Google Cloud Platform and serverless architecture, successfully integrating CMS systems that streamlined content management workflows
- Architected scalable frontend components using TypeScript and Tailwind CSS, creating a reusable component library that reduced development time by 25%
- Automated CI/CD pipelines for seamless deployment, reducing deployment time to minutes and eliminating manual deployment errors

Lead developer

Led the development and shipping of 2 Projects , primarily restaurant management system & Point of sale software.

Accomplishments:

- Architected and deployed a full-stack Point of Sale system using React.js and Electron.js, resulting in 25% faster order processing and 99% uptime
- Developed an intuitive restaurant management dashboard using ReactJs and Tailwind CSS, increasing operational efficiency by 30%
- Created an automated remote printer configuration system, reducing setup time by 40% and significantly decreasing configuration errors
- Established CI/CD pipelines using GitHub Actions, reducing deployment time and ensuring consistent updates

GOMYCODE**June 2021 - Mars 2022****Web / gaming development instructor**

responsible for instructing students in web development and game development. This included teaching a variety of technologies and languages, with a focus on React.js for web development and C# for game development.

Accomplishments:

- Led comprehensive web development curriculum focusing on React.js ecosystem, resulting in 100% of students successfully completing full-stack projects and deploying them to production
- Designed and delivered hands-on game development courses using C#, enabling students to create and publish their first games within a 12-week timeframe
- Developed custom learning materials and practical exercises covering MERN stack (MongoDB, Express.js, React.js, Node.js).
- Established peer programming sessions and code review practices, fostering a collaborative learning environment that enhanced student understanding of industry best practices

Self employed**September 2018 - June 2021****Fullstack web developer**

Developed and maintained a local food and grocery delivery application "Makelty"

Accomplishments:

- Architected and implemented a multi-interface food delivery platform serving restaurants, delivery personnel, customers, and administrators using React.js and Material UI
- Designed and developed RESTful API architecture supporting real-time order tracking and multi-user interaction, handling 500+ concurrent sessions
- Integrated Google Maps API for optimized delivery routing and real-time tracking, reducing average delivery times and improving customer satisfaction
- Implemented comprehensive E2E testing strategy using Cypress, achieving 61% test coverage and reducing post-deployment issues.
- Built responsive mobile-first interfaces using Ionic framework, resulting in increased user engagement on mobile devices
- Streamlined deployment processes and established monitoring systems, achieving 99% uptime.

ACHIEVEMENTS

- 2ND PLACE (2016) - CODING MOON CHALLENGE
- NATIONAL WINNER (2015) - MICROSOFT IMAGINE CUP
- NATIONAL REPRESENTATIVE(2015) PAN ARAB MICROSOFT IMAGINE CUP
- PARTICIPANT (2016) MOBILE WORLD CONGRESS

SIDE PROJECTS

- Atlantis 2.0 - Land ownership as NFT

Pixel Retro Game Proof of Concept, leveraging ERC721 NFTs for ownership of unique plots in a virtual Atlantis world on the Ethereum Virtual Machine (EVM) | Thirdweb SDK & CLI | Hardhat tools | Pixi Js | React | Daisy UI | Vite

- Gamora - Track ERC20 transactions

An APP designed to track large transactions of ERC20 tokens | ethers.js for blockchain interactions | Cloudflare-eth RPC for reliable Ethereum network connectivity | React-Redux state management | Tailwind CSS responsive design.

- Defile - Distributed file storage

A decentralized file storage APP | IPFS as data storage | Ganache ethereum simulation | Solidity smart contract | Truffle for blockchain development and testing | Next.js for server-side rendering | web3.js for blockchain interaction | Tailwind CSS for responsive styling.