AMJAD HASHIM

Software Engineering Leadership

Passionate about creating and nurturing high-performance software engineering teams that consistently deliver top-notch results, I thrive on embracing quality output, agility, best practices, and harnessing the most cutting-edge technology available.

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◈ TECHNICAL SKILLS

Reactive SPA (Single Page Web & Mobile Application Development)
System & Application Architecture, Angular, Vue, React, NodeJS, NestJS, SailsJS, Microservices, REST API, GRPC, GraphQL, TypeScript, Ionic, Flutter, HTML5, CSS, SCSS, EJS, JavaScript, mongoDB, PWA, UIUX Design, User Experience Design, Fullstack Web & Mobile Development

Game & VR/AR Development
ActionScript 3, C#, Unity, Adobe AIR, HTC Vive

New Media / Natural UI
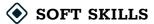Microsoft Kinect, Unity, HTC Vive

Web Development
WordPress, Laravel, Magento, PHP, mySQL, mariaDB, Postgres

Agile Development
SCRUM, Sprint Management, Trello, JIRA, Kanban, Agile Product Development, Epic & User Stories

Cloud Infrastructure & DevOps
AWS, GCP, DigitalOcean, EC2, S3, Lightsail, ECS, EKS, Kubernetes, Docker, Terraform, Infrastructure As Code, CI/CD, Gitlab

◈ SOFT SKILLS

- Agile & SCRUM Methodologies
- Engineering Team Setup
- Engineering Team Leadership & People Management
- Team Growth & Excellence
- Individual Development Program
- Budget Planning & Allocation
- Software Development Project Management
- UI/UX Design / User Centered Design
- Client Management

◈ WORK EXPERIENCE

VP Engineering
CARSOME

06/2022 - Present   *Mutiara Damansara, Malaysia*
Changing the way people buy and sell used car.

Achievements/Tasks

- **A recognized unicorn-status startup in Malaysia.**
- Increase team retention rate by leading and motivating a team of 70-plus software engineers and product managers, guiding them towards excellence, and supporting their professional growth via the Individual Development Program.
- Resolving complex engineering challenges, while providing necessary support to unblock any obstacles that arise. Ensuring the implementation of best practices and policies in software engineering processes including system architecture and dev ops automation.
- Improved application quality via quarterly review of application performance and security review. Bug and issues retained reduced by 40% by the end of this 3 quarter plan.
- Increased cross-department collaboration by having bi-weekly meetings between product, engineering, and business to discuss alignment and the next action plan.
- Improved CARSOME Documentation Hub by enhancing current CI/CD to integrate, check for code quality, and update documentation sources automatically every time engineers push codes to GitLab. This ensures our documentation is always updated automatically without adding to engineering time.

Head of Software Engineering
Aerodyne Group

03/2020 - 05/2022   *Cyberjaya, Malaysia*
Aerodyne is a drone tech and services provider, leading in drone data and AI-powered solutions.

Achievements/Tasks

- **Aerodyne Group is now ranked #1 globally in managed drone services.**
- Architect a modern and improved Drone Enhanced GIS Data Visualization Platform that automatically processes drone-sourced data and visualizes it into a web-based reactive SPA application.
- Led and oversaw the growth of 60-plus team members of software engineers, test engineers, and project managers for engineering excellence.
- Set up and monitor new engineering policies and best practices to enable engineering modernization from legacy PHP & WordPress to NodeJS & Angular. This results in improved user experience via enhanced interactivity of a reactive single page application (SPA).
- This initiative resulted in a significant reduction in the concept-to-delivery time for projects, decreasing it from 12 months to just 6 months.
- Improved engineering process with the introduction of micro service architecture and CI/CD pipelines.

◆ ACHIEVEMENTS

ApoBondoEhNi? Topped Google Play Store with 1 million downloads (08/2014 - 10/2014)

Our in-house built game ApoBondoEhNi? topped Malaysian Google Play list making CandyCrush Saga #2 for that period of time,

◆ EDUCATION

Creative Multimedia majoring Digital Media
Multimedia University

01/2002 - 12/2006
Cyberjaya, Malaysia

SPM & PMR
Sekolah Datuk Abdul Razak

01/1997 - 12/2001
Seremban, Negeri Sembilan

◆ LANGUAGES

English Language
Full Professional Proficiency

Bahasa Melaysia
Native or Bilingual Proficiency

◆ INTERESTS

UI/UX	Fast Cars

Skateboarding	Rugby

Bass & Guitar

◆ REFERENCES

Kenneth Jaysone Francis (Head of Engineering)
"CARSOME"

Reference contact available upon request.

Umar Abdul Aziz (Chief Technology Officer)
"Aerodyne Group"

Reference contact available upon request.

◆ WORK EXPERIENCE

Technology Director
Fiction Labs

07/2012 - 02/2020   *Sri Damansara, Kuala Lumpur*

Founded his own Digital Agency with a team of a vibrant group of engineers with a passion for technology and creativity.

Achievements/Tasks

◇ Served esteemed clients such as PETRONAS and the Ministry of Finance.

◇ Our own homegrown mobile game app *Apo Bondo Eh Ni?* reached 1 million downloads on the Google Play Store.

◇ Architect and design solutions for Web and Mobile applications, IOS and Android games, AR and VR applications, IoTs for clients ranging from Oil & Gas to F&B industries.

Technical Head
DNA360

10/2010 - 07/2012   *Damansara Perdana, Selangor*

A Digital Agency with a focus on 360 integrated advertising that combines traditional and digital advertising for impactful results.

Achievements/Tasks

◇ Led the development team that delivers digital content such as mobile apps, interactive websites, IoTs, and Kinect games for clients such as Petronas and Guinness Anchor Berhad.

◇ Architect and design the solutions needed to make the big ideas come to life.

◇ Implement cloud-based infrastructure to reduce costs by avoiding on-premise data center high onboarding setup costs.

Content Engineer
Ogilvy & Mather Malaysia

05/2008 - 10/2010   *Bangsar, Kuala Lumpur*

Ogilvy & Mather is a well-known international advertising agency handling big accounts such as Maxis, Milo and Malaysia Airlines.

Achievements/Tasks

◇ Responsible for front end engineering of websites and applications using Flash ActionScript3 and HTML with JavaScript.

◇ Work together with UI/UX designers to bring their ideas to life.

◇ Built and improved a new version of Maxis' official website that is fully interactive based on Flash technology.

Flash Developer
SE Interactive

05/2007 - 04/2008   *Damansara Perdana, Selangor*

SE Interactive is a digital agency that focuses on interactive Flash applications.

Achievements/Tasks

◇ Help the team build engaging interactive contents using Flash ActionScript 3 technology.

◇ Work with Project Managers and UIUX designers to improve clients' microsites and websites.

◇ Built and improved a new Proton Edar official website using Flash technology.

Flash Developer
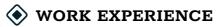Josh Lim & Associates

02/2006 - 04/2007   *Bangsar, Kuala Lumpur*

Josh Lim was one of the influential web designers back in 2006.

Achievements/Tasks

◇ Building Flash based websites using ActionScript 2.

◇ Building HTML and JavaScript websites with JQuery.

◇ Built and improved a new version of Manhattan Fish Market's official website based on Flash and jQuery technology.

◈ WORK EXPERIENCE

Internship (Flash Developer)

Josh Lim & Associates

04/2006 - 08/2006   *Bangsar, Kuala Lumpur*

Josh Lim was one of the influential web designers back in 2006.

Achievements/Tasks

◇ Internship program where he helped the team create Flash and Javascript-based interactive
   websites.

◇ Assist the Project Manager in understanding the project requirements.

◇ Assist UIUX designers in pushing the limit for interactivity of the projects.

PROJECT HIGHLIGHTS

MFL Official App
Feb 2019 - Apr 2019

Android and IOS app for Malaysian Football League

Tech Stack
- Ionic3 / Angular
- Sails / NodeJS / mySQL

Involvements
- Solution Design
- Front End Development
- Project Management
- ETL tasks to import old data from Postgres to mySQL

YellowBoot.my
Jun 2019 - Oct 2019

Web and Mobile app platform to help boost construction industry.

Tech Stack
- Ionic4 / Angular
- Sails / NodeJS / mySQL

Involvements
- Solution Design
- Front End Development
- Project Management

PETRONAS Top 120
Mar 2017 - Sep 2017

Mobile app for Top 120 PETRONAS managers.

Tech Stack
- Ionic3 / Angular
- Express / NodeJS
- mongoDB / Firebase

Involvements
- Solution Design
- UI/UX Design
- Front End Development
- Back End Development
- Project Management

SelangorVR
Apr 2018 - Jul 2018

VR App for Selangor Menteri Besar Office to promote Selangor's next 10 years vision.

Tech Stack
- Unity / C#

Involvements
- Solution Design
- Unity Development
- Project Management

FriedChillies
Mar 2015 - Apr 2015

Responsive revamp of the popular foodies blog.

Tech Stack
- HTML5 / Bootstrap
- PHP / ExpressionEngine
- mySQL

Involvements
- Solution Design
- UI/UX Design
- FrontEnd Development
- Project Management

Drink Sensibly
Jun 2010 - Aug 2010

Website and Mobile App for GAB's CSR program to promote sensible drinking.

Tech Stack
- Appcelerator/ Javascript
- mySQL

Involvements
- Solution Design
- FrontEnd Development

MFL FKManager
May 2019 - Oct 2019

Football Manager game for Malaysian Football League

Tech Stack
- AdobeAIR/ AS3
- Sails / NodeJS / mySQL

Involvements
- Solution Design
- Front End Development
- Project Management
- ETL tasks to import old data from Postgres to mySQL

ApoBondoEhNi?
Aug 2014 - Oct 2014

Localized version of Guess The Emoji Game.
1 million downloads, beating Candy Crush Saga.

Tech Stack
- AdobeAIR/ AS3
- PHP/ mySQL

Involvements
- Solution Design
- Game Development
- BackEnd Development

NBOS Website
Aug 2017 - Nov 2017

Official website for National Blue Ocean Strategy (MOF)

Tech Stack
- HTML5 / Bootstrap
- WordPress/ PHP
- mySQL

Involvements
- UI/UX Design
- Front End Development
- Back End Development
- Project Management

KwikBlood
May 2016 - Aug 2016

Social networking mobile app for Blood Donors.

Tech Stack
- Swift / XCode
- Laravel / PHP / mySQL

Involvements
- Solution Design
- Swift Programming
- Project Management

PETRONAS E-Greetings
Jan 2011- May 2011

E-Greeting platform for internal staffs to send festive e-greetings with PETRONAS branding.

Tech Stack
- HTML5 / Javascript
- Laravel / PHP / mySQL

Involvements
- Solution Design
- FrontEnd Development
- BackEnd Development

Primax95 Activation
Feb 2012 - May 2012

Kinect games for PETRONAS Primax95 campaign activation.

Tech Stack
- AdobeAIR/ AS3
- MS Kinect

Involvements
- Solution Design
- Game Development
- Project Management