



# 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, UI/UX 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

### Lead Engineering Manager GXBank

06/2024 - Present,

Damansara Utama, Malaysia

Serving the underserved via digital banking.

#### Achievements/Tasks

- ◆ **The one and only first digital bank in Malaysia.**
- ◆ Assisted in solving several long standing production issues on the bank's platform services, dramatically reducing timeout and circuit breaker errors, and less failure.
- ◆ Provide consult to the Product team to work together for requirement gathering, solutioning and project management aspect for Core Experience, and Loyalty & Rewards team.
- ◆ Oversee growth for 12 people team of engineers and QAs, and their individual development plan, which helps retain the team size.

### VP Engineering CARSOME

06/2022 - 10/2023,

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.

## 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 Malaysia  
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

### 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.

### 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.



## WORK EXPERIENCE

### 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.

### 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.