




Ali Shaheer Ejaz

Associate Lead Programmer

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TECHNICAL SKILLS

Cloud Architect

AWS, WAF, SES, Ec2, ALB, TG, Lambda, i3D, Self managed internal servers

PHP

Laravel, Lumen, Symfony, Codeigniter, Drupal, VBulletin, Slim and scripting

C#

ASP.net

Python

Django, vanilla and scripting

C++

GoLang

Javascript

VueJS, jQuery, Graphs, Charts, and custom

Database

MySQL, MongoDB, and SQLite

Webservices & APIs

RESTFul, JSON, and GraphQL

Server Side

CentOS, Ubuntu, EC2, LoadBalancer, SNS, Simple Email Service (SES), WAF, S3, CloudFront, Akamai, Lambda, Windows, Apache, Nginx, Fail2Ban, replication, mounting, S3, CDN, Caching, and Email Service

Repository

Perforce, SVN, and Git

Build Tool

Jenkins, Ant Script, Bash, and Shell Script

EDUCATIONAL INFO

Bachelor in Software Engineering

CERTIFICATES

- Generative AI with ChatGPT
- MongoDB Developers
- Critical Thinking Skills for the Professional
- Getting Started with Go
- Software Architecture & Design of Modern Large Scale Systems
- The Complete Guide to Becoming a Software Architect
- Complete Python Mastery
- Terraform Fundamentals

ABOUT ME

Experienced software engineer skilled in delivering robust, scalable business solutions that drive measurable results. Proficient in the full software development life cycle, with a focus on clean, maintainable, and secure products. Thrive in multicultural environments, translating complex needs into high-quality outcomes

EXPERIENCE

Ubisoft

2024 – to date

- Revamped the login process by migrating it to a dedicated microservice, separate from the core game server. Enabled legacy account linking with Google and Apple login systems, enhancing security, and allowing seamless cross-platform progression for players.

Optimized web server infrastructure to support large-scale account creation, enhancing scalability and performance through load balancing, auto-scaling, and database optimization. Implemented security measures such as CAPTCHA and API rate limiting, ensuring seamless operation under high traffic while maintaining data integrity and user experience.

Implement the government regularities flow like ESRB, COPPA, VPC while creating account or for existing account.

Ubisoft, Abu Dhabi

2022 – 2024

- Ensuring stability is my primary focus, as I remain vigilant for any unusual behavior, constantly monitor and improve server performance tools, diligent in identifying system vulnerabilities, re-engineering components when issues arise, monitoring payment behaviors, and conducting comprehensive system health analyses.

Integrate and launch Growtopia as a free-to-play title on the novel Ubisoft Connect platform within the Ubisoft ecosystem. This strategy aids in attracting a fresh audience from the player base already present on the current platform.

Design and assume responsibility for the comprehensive Redeem Code and reward framework aimed at player retention. This system encompasses various methods of providing rewards and incentives to players, such as coupon codes, in-game rewards, and personalized unique links for specific players.

Played a key role in the development of an in-app purchase shop for the Growtopia game, specifically targeting regions where widely-used payment methods such as Credit Card, Apple Pay, and Google Pay are not readily available.

Designed and developed a customized Captcha system for our game, ensuring protection against botting activities. Incorporated game-specific elements for enhanced security. Demonstrated commitment to a fair and secure gaming experience.

Developed and spawn servers for Clashofbeasts.com. Players can manage their account, redeem coupon, OTP, read blog news, and take part in events.(Tech: AWS, Nginx, CentOS, WordPress, PHP, C#, ASP.net, JS, jQuery, MySQL and MongoDB)

Ubisoft Abu Dhabi

2015 – 2021

- Automate internal studio processes by developing an enterprise software portal (HRIS) which stream line the process and provides central platform to manage information like employee benefits, employees info, hiring processes, employees leaves, purchase requests, expense submission. (Tech: Laravel, VueJS, High Charts, and MySQL)

Integrate two step verification system in Growtopia game which helps our millions of players to keep safe their accounts.(Tech: C++, Lumen, APIs, and MySQL)

Developed and enhancing, using agile method, role based CRM tool for the Live Ops/CS team to get the insight of players behavior, payments, banning bots, manage events, view logs, set commands, view social interaction, etc (Tech: Laravel, Shell script, console commands, Bootstraps, jQuery, Social APIs, Postgress, and MySQL)

Developed and update the core frameworks of website and forums of which is used by players for updating their in-game password, email, viewing faqs, and sharing their feedback and concern through forums. (Tech: Laravel, Bootstrap, Mail servers, WordPress, Vbulletin, JS, and MySQL)

Automate the build process using Jenkins which removes human intervention for our monthly new releases and patches on Mobile, Desktop, Ps4, Xbox, and Switch. (Tech: Jenkins, Bash, Shell scripting, PHP scripting, Python scripting, and AntScript)

Upgrade servers which includes migrate to newer version of Lambda Servers, PHP, CentOS, MySQL, Laravel framework, major Vbulletin forums migration, and protect from DDoS.

Tradekey Pvt. Ltd.

2012 – 2015

- Worked on architect of Trademate which made easy for seller to interact with their buyers through live chat systems. (Tech: Ejabberd, jQuery, JS, Flash, and MySQL)

Worked on its live assistant module which helps the customer to facilitate their visitors 24/7 on their behalf when they are away.

Associate Lead Programmer

Sr. Web Programmer

Tools Programmer

Product Engineer