

HESHAM HAIKAL

Software Engineer

✉ heshamhaikal@proton.me

🌐 Website

🌐 LinkedIn

🐙 Github

EDUCATION

Data Science

AiCore

📅 September 2021 - August 2022

BSc

Computer Science with
Artificial Intelligence

University of Leeds

📅 September 2018 - June 2021

📍 Leeds, UK

🎓 Class 2:1

SKILLS

C#.NET (ASP.NET, Win-Forms)

SQL (PostgreSQL, MySQL)

Python (numpy, scikit-learn,
pandas, matplotlib)

Javascript/Typescript (React, Vue,
Node, React Native)

Data Visualization

Docker

Terraform

CI/CD

CERTIFICATIONS

Deep Learning with TensorFlow -
IBM

AWS Cloud Practitioner - Amazon

CAREER OBJECTIVE

Analytical and innovative software engineer with 4+ years of experience seeking a dynamic role in a forward-thinking organization to apply my software development and system architecture expertise to drive impactful solutions and contribute to the company's growth.

WORK EXPERIENCE

Software Engineer

LexisNexis UK

📅 August 2022 - present 📍 London, UK

- Developed 5+ micro-services in C#.NET to deliver and process content between platforms.
- Built and deployed an event-driven cloud infrastructure on AWS using Terraform.
- Engaged in the agile development lifecycle, including daily stand-ups, sprint planning, backlog refinement, and triaging bugs.
- Resolved HTTP timeouts through strategic infrastructure redesign.
- Implemented automated Python scripts for running integration tests and generating comprehensive metrics to validate data accuracy and integrity.

Full Stack Developer

Codesigned ltd

📅 June 2019 - July 2022 📍 Harrogate, UK

- Maintained a monolithic architecture platform consisting of a Go GraphQL API and 4 React applications.
- Streamlined the CI/CD process by decoupling, parallelising and caching, leading to a 75% reduction in deployment time and significant cost savings in operational overheads.
- Liaised with backend and frontend developers on several projects.
- Managed and updated PostgreSQL databases.

Software Engineer Trainee

Crowd Dynamics International

📅 August 2018 - September 2018 📍 Manchester, UK

- Produced test results and valuable evaluations of the in-house crowd simulation engine's performance to which was improved upon.
- Created a PDF processing application to speed up the data processing pipeline by 83%.
- Designed and implemented UI features to reduce the duration of crowd simulation modeling by 56% towards the £3 billion Dubai expo 2020 project.