

Morteza Karimi

FULL STACK DEVELOPER · TEAM LEAD · DEVOPS ENGINEER

Tehran, Iran

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Summary

Full Stack Developer and Team Lead with 13+ years of experience designing, building, and scaling web applications and cloud infrastructure. Expert in PHP (Laravel, Symfony), TypeScript/JavaScript (Node.js, NestJS, React, Next.js, Angular), and Go, with strong DevOps skills across Docker, Kubernetes, CI/CD, and AWS. Proven record of leading development teams, migrating monoliths to microservices, and delivering measurable improvements in performance, reliability, and delivery speed. Completed graduate coursework in Artificial Intelligence and machine learning.

Skills

Programming	PHP, TypeScript, JavaScript, Go (Golang), Python, SQL, Bash
Back-end	Laravel, Symfony, NestJS, Node.js, Express, Yii2, RESTful API, GraphQL, WebSockets (Socket.io), Microservices
Front-end	React, Next.js, Angular, Ionic, HTML5, CSS3, SASS, Tailwind CSS, Bootstrap, Responsive Design
Databases	MySQL, PostgreSQL, MongoDB, Redis, Elasticsearch, Query Optimization
DevOps	Docker, Kubernetes, AWS, CI/CD (GitLab CI, GitHub Actions), Ansible, Linux, Nginx, Git
Practices	Agile/Scrum, Clean Code, SOLID, Design Patterns, OOP, Functional Programming, Code Review, Test-Driven Development (TDD), Team Leadership, Mentoring
Languages	English (Professional), Persian (Native)

Work Experience

ParsPack

Tehran, Iran (Remote)

BACKEND DEVELOPER

Feb. 2026 – Present

- Developing high-concurrency middleware in **Go (Golang)** to interface with the **Kubernetes API**, streamlining cloud resource orchestration for PaaS services.
- Architecting a seamless integration layer between **PHP Laravel** backends and K8s clusters to improve system observability and automated log processing.
- Engineering scalable internal communication protocols to enhance synchronization between core application logic and containerized environments.

Taban Nova (Trium Novem)

Berlin, Germany (Remote)

TEAM LEAD / FULL STACK DEVELOPER

Aug. 2023 – Aug. 2025

- Architected an enterprise ERP platform using **Next.js** and **NestJS**, increasing operational efficiency by 30% and backend capacity by 200% for construction management.
- Developed a cross-platform mobile application using **Ionic React** and **Tailwind CSS**, improving time tracking accuracy by 95% and reducing payroll processing time by 50%.
- Established **GitHub Actions** CI/CD pipelines for automated testing and deployment, ensuring 99.9% build stability and reducing manual release overhead.
- Migrated legacy Excel processes into a centralized system with a responsive UI built on **Tailwind CSS**, enhancing data accuracy by 80%.
- Mentored a team of 3 developers in **Agile** methodologies and code quality standards, reducing project delivery times by 20%.

Bugloos

Netherlands (Hybrid)

FULL STACK DEVELOPER / DEVOPS ENGINEER

Aug. 2019 – Aug. 2023

- Spearheaded the migration to **Angular**, implementing a modular architecture that reduced development time by 40% and code duplication by 30%.
- Transitioned monolithic systems to **Microservices** using **Docker** and **Ansible**, slashing deployment windows from hours to minutes.
- Designed **GitLab CI/CD** pipelines to automate 80% of manual tasks, improving release efficiency by 60%.
- Modernized legacy **Symfony** and **PHP** codebases, reducing system vulnerabilities by 70% and handling a 300% increase in concurrent users.
- Led a squad of 5 developers, boosting team productivity by 30% through technical mentorship and DevOps best practices.

HeyzhaCO

Sabzevar, Iran

FULL STACK DEVELOPER

Sept. 2017 – Jan. 2019

- Optimized multiple web applications using **Laravel** and **Yii2**, resulting in a 33% improvement in performance and 40% faster time-to-market.
- Refactored legacy Laravel architectures, reducing customer-reported bugs by 75% and increasing client satisfaction to 95%.
- Designed complex web portals and reusable components, expanding the company's large-scale project capacity by 50%.
- Implemented database caching and query optimization strategies, improving application response times by 60%.

Khayyam University Of Mashhad

Mashhad, Iran (Part-time)

BACKEND DEVELOPER

Jan. 2015 – Sept. 2017

- Built a real-time multiplayer engine using **Node.js** and **Socket.io**, leveraging **WebSockets** to reduce gameplay latency by 80%.
- Developed the university's Culture Center portal using a hybrid **Node.js/PHP** architecture and **RESTful APIs**.
- Established **Git** version control workflows for the student development team, reducing code conflicts by 70%.

Education

Shahrood University of Technology

Shahrood, Iran

GRADUATE COURSEWORK IN ARTIFICIAL INTELLIGENCE (M.Sc. PROGRAM, DEGREE NOT COMPLETED)

2017 - 2019

- Completed all required coursework with a GPA of 3.77 (16.46/20); left the program before finishing the thesis.
- Advanced coursework in machine learning and neural networks, achieving top marks in the class project on image recognition algorithms.

Khayyam University of Mashhad

Mashhad, Iran

BACHELOR OF ENGINEERING IN SOFTWARE ENGINEERING

2012 - 2017

- GPA: 3.17 (15.47/20)