

# Uzair Saleem

## Full-Stack Engineer

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### SUMMARY

Full-stack engineer, 5 years shipping production SaaS end-to-end. Next.js, Node.js, PostgreSQL, Supabase. Lead engineer at Rocket Devs on two founder-client builds. **Indieicator** (Stripe Connect revenue analytics with a hybrid invoice + event MRR ledger) and **Sat-Raj** (operations platform that replaced 39 spreadsheets for a 30-year US fuel wholesaler). Promoted twice at Apify in 18 months on a 3-person agency team. AI-assisted development (Claude Code, agentic workflows) is part of how I ship daily.

### SKILLS

<b>Languages</b>	TypeScript, JavaScript, Python, SQL
<b>Frontend</b>	Next.js (App Router), React, Tailwind CSS, Shadcn UI, Framer Motion
<b>Backend</b>	Node.js, Express.js, Prisma, REST APIs, Webhooks, Socket.IO, OAuth, JWT
<b>Databases &amp; Data</b>	PostgreSQL, Supabase (Row-Level Security), Redis, MongoDB
<b>Payments &amp; Integrations</b>	Stripe Connect, Paddle, PayPal, Multi-currency wallets, ECB FX, Samsara API, QuickBooks (.NET bridge)
<b>Cloud &amp; Infrastructure</b>	AWS (EC2, RDS, S3, Lambda), Cloudflare, Vercel, Docker, GitHub Actions, CI/CD, Sentry
<b>Testing</b>	Jest, Vitest, Playwright

### EXPERIENCE

**Full-Stack Engineer** — Rocket Devs Jul 2025 – Present

*Remote (US, EU, MENA)*

- Lead engineer on two founder-client builds: **Indieicator** (Stripe Connect revenue analytics) and **Sat-Raj** (operations platform for a 30-year US fuel wholesaler).
- Shipped Indieicator end-to-end in ~3 months on a 3-person team: multi-tenant Postgres with Supabase row-level security, three idempotent ingestion flows (live webhooks, 24-hour catch-up cron on GitHub Actions, 2-year historical backfill) feeding one ledger.
- Solved Stripe's 3-month event retention limit by anchoring historical MRR to invoice data while keeping the event path live for real-time changes. Both writing to the same ledger keys for deterministic reconciliation.
- Built per-day historical FX service against ECB rates across 30 display currencies (so historical charts don't shift when today's rates move); Redis cache on hot dashboards; drill-down from every metric to the underlying Stripe/Paddle object.
- Replaced **39 hand-edited spreadsheets** at Sat-Raj with a unified ops platform. Daily processing dropped from **45–60 min to under 90 sec**. Built 3-gate address mapping (dispatch dropdowns → pre-filled driver forms → Samsara geofence fallback) after free-text driver addresses broke invoice routing.
- Built reconciliation engine across Samsara API and supplier FTP with idempotent 3-hour background jobs; .NET bridge pushes invoices from the web app to QuickBooks on the ops team's on-prem machine. Mentored **2 junior developers**.

**Full-Stack Engineer** — Design&Desktop Jan 2025 – Jul 2025

*Remote (Germany)*

- Built the AI Reel generator: upload clips → record one-line voice sample → cloned voice narrates an LLM-generated scene-aware script over user-selected scenes, with full clip and script editing before final render.
- Migrated rendering from FFmpeg.wasm to MediaBunny after browser-side renders ran 2–10 min with high device variance; new pipeline ~20 sec consistent across browsers. **~90% reduction**. Tried multithreaded FFmpeg.wasm first (10 min → 5 min) before researching community benchmarks on the alternative.
- Rebuilt the Germany restaurant scraping pipeline: converted sequential Chromium scraping to 5-way parallel batch with per-platform throttling for sites that blocked aggressive crawling. **~80% throughput improvement** at zero infrastructure cost.
- Shipped a B2B bulk-goods marketplace cart with Germany-specific multi-ZIP shipping rules; scraped and normalized **~12,000 ZIP-to-city-to-state mappings** into Supabase to drive per-warehouse pricing.
- Shipped the restaurant data dashboard UI with Framer Motion animations integrated against the live scraping API.

**Engineer** — Apify Jul 2023 – Dec 2024

*Islamabad, Pakistan*

- Shipped **Diffed.gg**, a 3-sided gaming services marketplace (player, expert, admin). **End-to-end in 2 months** on a 3-person team.
- Built a configurable game-management engine: admins onboard new games, ranking systems, and reward structures from the admin panel with no backend code changes.

- Solved cross-game ranking reconciliation across tiered systems (Iron/Gold/Diamond) and flat systems (Master/Grandmaster) so experts could be matched to players across heterogeneous games.
- Built a multi-currency wallet engine: Stripe and PayPal payouts routed to in-platform wallets, with currency values stored at the rate of the day each transaction settled.
- Shipped Socket.IO real-time order chat, OAuth, JWT auth, fee-split workflows, screenshot verification, and admin moderation tooling.
- Designed the full schema and system architecture across player, expert, and admin surfaces. Mentored **2 junior developers**.

**Junior to Mid Engineer** — Apify

Jan 2022 – Jun 2023

*Islamabad, Pakistan*

- **Promoted twice in 18 months** based on delivery impact across multiple agency SaaS builds.
- Shipped features across B2B SaaS products: frontend dashboards, backend APIs, schema design, and internal admin tooling. Expanded into full-stack architecture work that led directly into the Dified.gg lead role.

## SELECTED PROJECTS

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### Indieicator

indieicator.com

#### Baremetrics-style revenue analytics for indie SaaS founders running on Stripe Connect.

- Three idempotent ingestion flows feeding one ledger: live webhooks, 24-hour catch-up cron on GitHub Actions, and 2-year historical backfill. All converging on the same row keys.
- Hybrid invoice + event MRR engine: invoices anchor the historical backbone, events handle real-time changes. Stripe only retains 3 months of event history, so a pure-event approach would have broken backfills.
- Per-day historical FX across 30 display currencies via ECB rates. Historical revenue charts don't shift when today's rates move.
- Multi-tenant Postgres with row-level security via Supabase. Drill-down from every aggregated metric to the underlying Stripe/Paddle object. Redis cache on hot dashboards.

· *Next.js · Node.js · TypeScript · PostgreSQL · Supabase (RLS) · Stripe Connect · Paddle · Redis · GitHub Actions · Cloudflare Pages*

### Dified.gg

dified.gg

#### 3-sided gaming services marketplace (player, expert, admin) shipped end-to-end in 2 months.

- Configurable game-management engine: admins onboard new games and ranking systems from the panel without backend code changes.
- Cross-game ranking reconciliation across tiered systems (Iron/Gold/Diamond) and flat systems (Master/Grandmaster), so experts could be matched to players across games.
- Multi-currency wallet with Stripe and PayPal payouts; currency values stored at the rate of the day each transaction settled.
- Socket.IO real-time order chat, OAuth, JWT auth, fee-split workflows, screenshot verification, admin moderation tools.

· *Next.js · Node.js · Express.js · Prisma · PostgreSQL · Socket.IO · Stripe · PayPal · TypeScript · Vercel*

### Sat-Raj

satraj.inc

#### Operations platform for a 30-year US fuel wholesaler. Replaced 39 spreadsheets, daily processing 45–60 min → under 90 sec.

- 3-gate address mapping after free-text driver addresses broke invoice routing: dispatch dropdowns from ops → pre-filled driver forms → Samsara geofence fallback by lat/long.
- Reconciliation engine across Samsara API (delivered volumes) and supplier FTP (gross/net gallons) with idempotent 3-hour background jobs preventing double counts.
- .NET bridge: pulls new invoices from the web app every 3 hours and pushes them to QuickBooks running on the ops team's on-prem machine.
- Per-customer pricing engine with margin overrides; new prices auto-emailed with each customer's specific margins applied.

· *Next.js · Node.js · PostgreSQL · AWS · Samsara API · QuickBooks · .NET bridge*

## EDUCATION

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**SZABIST University Islamabad** — BS in Artificial Intelligence

Nov 2018 – May 2022