

Mohammad Jezzini

Senior Backend Engineer | Distributed Systems | Cloud Infrastructure

Saida, Lebanon | +961 70 730248 | mhammad.jezzini@gmail.com | [linkedin.com/in/mohammad-jezzini](https://www.linkedin.com/in/mohammad-jezzini) | Open to Remote Opportunities | Technical Consulting | Contract Projects

PROFESSIONAL SUMMARY

Senior Backend Engineer with 10+ years of experience designing and delivering scalable distributed systems, cloud-native platforms, and high-performance backend projects across gaming, analytics, ERP, and e-commerce domains. Specialized in backend architecture, real-time infrastructure, asynchronous processing, microservices, large-scale data pipelines, and big data processing using Go, Python, Node.js, PostgreSQL, ClickHouse, RabbitMQ, Redis, and AWS. Proven track record building production-grade platforms and data-driven projects supporting real-time analytics, multiplayer systems, AI-powered workflows, LLM integrations, and business-critical operations. Experienced in technical leadership, system scalability optimization, cloud infrastructure, and distributed data architectures within international remote teams.

CORE COMPETENCIES

Distributed Systems • Microservices Architecture • Cloud Infrastructure • Backend Scalability • Real-Time Systems • High-Performance APIs • Data Pipelines • Big Data Processing • Distributed Processing • Event-Driven Architecture • Asynchronous Processing • REST APIs • WebSockets • System Design • Scalable Backend Architecture • AWS • Docker • Kubernetes • CI/CD • PostgreSQL • ClickHouse • MongoDB • Redis • RabbitMQ • Celery • Go (Golang) • Python • Node.js • TypeScript • JavaScript • AI & LLM Integrations • Analytics Platforms • Real-Time Multiplayer Infrastructure • Technical Leadership • Cloud-Native Applications • Performance Optimization • Production Systems

PROFESSIONAL EXPERIENCE

Senior Backend Engineer / Tech Lead

Hakuro | Remote | Aug 2025 – Present

- Architecting scalable backend infrastructure and distributed data systems for a large-scale gaming analytics platform processing multi-source Steam ecosystem data.
- Designing and optimizing high-volume ingestion and processing pipelines supporting real-time analytics, AI-powered workflows, and large-scale data operations.
- Developing asynchronous microservices and event-driven backend systems using Python, Celery, RabbitMQ, Redis, PostgreSQL, and ClickHouse.
- Enhancing platform scalability, reliability, monitoring, and operational efficiency across cloud-native AWS infrastructure.
- Delivering high-performance APIs, analytics services, and LLM-integrated backend solutions enabling intelligent product capabilities and data-driven insights.
- Troubleshooting complex production issues across distributed systems while improving system stability, performance, and infrastructure cost efficiency.
- Collaborating with cross-functional remote teams to deliver scalable backend projects, platform enhancements, and technical architecture improvements.

Technologies

Python • Go • Node.js • Celery • RabbitMQ • Redis • PostgreSQL • ClickHouse • Docker • AWS (ECS, S3, RDS, CloudWatch) • Microservices • Event-Driven Architecture • Data Pipelines • LLM APIs • Analytics Platforms

Project Manager

ItCherry | Beirut, Lebanon | Aug 2025 – Present

- Leading end-to-end Odoo ERP implementation projects across requirements analysis, solution planning, deployment, and post-production support.
- Managing project execution, stakeholder communication, task prioritization, and cross-functional team coordination to ensure successful and timely project delivery.
- Translating complex business requirements into scalable ERP workflows, technical solutions, and operational process improvements.
- Overseeing infrastructure readiness, deployment operations, system integrations, and implementation quality across client environments.
- Collaborating directly with clients, technical teams, and business stakeholders to optimize ERP adoption, operational efficiency, and business process automation.
- Driving project documentation, delivery planning, issue resolution, and implementation governance across multiple ongoing projects.

Technologies

Odoo ERP • Project Management • ERP Implementations • Business Process Analysis • Client Management • Technical Documentation • Infrastructure Support • Deployment Operations • Workflow Automation

Backend Technical Lead

Nifty Craft | Estonia | Remote | Feb 2022 – Aug 2025

- Led backend architecture and infrastructure development for a real-time multiplayer 4X strategy game supporting scalable online gameplay and live player interactions.
- Designed and implemented high-performance backend systems, secure client-server communication, and real-time networking services using Go and Node.js.
- Built scalable distributed services and multiplayer infrastructure leveraging WebSockets, RPCs, Nakama, CockroachDB, MySQL, MongoDB, Firestore, Redis, and in-memory caching systems.
- Developed cloud-native backend solutions and deployment workflows using AWS, Docker, Kubernetes, Firebase, and Linux-based server environments.
- Collaborated closely with leadership, game designers, and frontend teams to deliver scalable gameplay systems and backend platform enhancements.
- Mentored junior backend engineers, contributed to technical decision-making, and promoted scalable engineering best practices across the development team.
- Contributed to payment and digital commerce integrations, including cryptocurrency-based platform features during early product development stages.

Technologies

Go (Golang) • Node.js • CockroachDB • MySQL • MongoDB • Firestore • Redis • Memory Caching • REST APIs • RPC • WebSockets • Nakama • Docker • Kubernetes • AWS (Lambda, S3, DynamoDB) • Firebase • Linux/Ubuntu Server • Distributed Systems • Real-Time Multiplayer Infrastructure

Senior Backend Engineer

Falafel Games | Beirut, Lebanon | Feb 2019 – Feb 2022

- Developed and maintained scalable backend systems and APIs for online gaming platforms supporting real-time gameplay and player services.
- Designed and optimized backend architecture, distributed services, caching strategies, and database solutions to improve system scalability, reliability, and performance.
- Engineered and integrated scalable backend services and platform features using Go, Node.js, PHP, Java, CockroachDB, MySQL, MongoDB, Firestore, DynamoDB, Neo4j, Redis, and in-memory caching systems across multiple gaming and platform projects.
- Collaborated directly with company leadership on technical architecture decisions, platform improvements, and long-term backend strategy.
- Contributed to cloud infrastructure deployment, backend optimization, and production system troubleshooting across AWS-based environments.
- Mentored developers and promoted backend engineering best practices, code quality standards, and scalable system design principles.
- Delivered backend solutions supporting multiplayer systems, analytics features, authentication services, and business-critical platform operations.

Technologies

Go (Golang) • Node.js • PHP • Java • JavaScript • TypeScript • CockroachDB • MySQL • MongoDB • Firestore • DynamoDB • Neo4j • Redis • Memory Caching • Laravel • Symfony • J2EE • AWS • Firebase • Distributed Systems • Backend Architecture • REST APIs • Cloud Infrastructure

Software Engineer

Arcazur | Beirut, Lebanon | Feb 2018 – Feb 2019

- Developed and maintained backend services and mobile applications for client-focused business platforms and digital solutions.
- Designed and secured RESTful APIs and backend systems using PHP (Laravel), Java, MySQL, and MongoDB.
- Contributed to Android and iOS mobile application development, deployment, and backend integration workflows.
- Collaborated with cross-functional teams to deliver scalable application features, performance improvements, and production-ready solutions.
- Supported system deployment, troubleshooting, and ongoing platform maintenance across multiple projects.

Technologies

PHP • Laravel • Java • Swift • Android • iOS • MySQL • MongoDB • REST APIs • Backend Development • Mobile Applications

Freelancer – Backend & Mobile Developer

Remote | Jan 2016 – Present

- Delivered custom backend, mobile, and full-stack solutions for clients across multiple industries, including business platforms, mobile applications, and web services.
- Designed and developed scalable backend systems, APIs, and cloud-integrated applications using Node.js, PHP, Java, MySQL, MongoDB, Firebase, and Laravel.
- Collaborated directly with clients to gather requirements, propose technical solutions, and deliver production-ready applications aligned with business objectives.
- Managed application deployment, maintenance, troubleshooting, and feature enhancements across multiple concurrent project

Technologies

Node.js • PHP • Java • JavaScript • TypeScript • Laravel • MySQL • MongoDB • Firebase • REST APIs • Backend Development • Android • Cloud Applications

PROJECTS

Hakuro — Gaming Analytics & AI Platform

- Built scalable analytics infrastructure and distributed data pipelines for gaming intelligence products using Python, ClickHouse, RabbitMQ, Redis, PostgreSQL, and AWS.
- Developed AI/LLM-integrated workflows, asynchronous processing systems, and cloud-native backend services supporting large-scale analytics operations.

Nifty Craft — Real-Time Multiplayer Infrastructure

- Architected scalable backend infrastructure for a multiplayer MMO-style game using Golang, CockroachDB, Redis, WebSockets, Kubernetes, and AWS.
- Built distributed systems, caching layers, matchmaking services, and multiplayer backend logic supporting 1000+ concurrent players and 200K+ users.

Menasa.io — SaaS Commerce Platform

- Developed scalable backend systems for an Arabic SaaS commerce platform enabling merchants to manage subscription-based online stores and payment operations.
- Contributed to backend architecture, APIs, commerce workflows, and production-ready platform scalability.

Taqi Live — Real-Time Gaming Platform

- Built scalable real-time backend services and cloud-native infrastructure supporting interactive gaming experiences for 10K+ users.
- Designed backend systems optimized for low-latency communication and real-time multiplayer interactions.

EDUCATION

ISAE-CNAM, Beirut

Master’s Degree (M2) in Telecommunications Engineering | 2014 – 2016

Completed coursework; final project pending

Lebanese University – IUT Saida

Bachelor’s Degree in Computer Network & Communication Engineering | 2010 – 2013

TECHNICAL SKILLS

Go (Golang) • Python • Node.js • JavaScript • TypeScript • PHP • Java • SQL • Swift • PostgreSQL • MySQL • CockroachDB • MongoDB • ClickHouse • Redis • Firestore • DynamoDB • Neo4j • RabbitMQ • Celery • REST APIs • RPC • WebSockets • Nakama • Docker • Kubernetes • AWS (ECS, EC2, Lambda, S3, RDS, CloudWatch) • Firebase • CI/CD • Linux/Ubuntu Server • Distributed Systems • Microservices • Event-Driven Architecture • Real-Time Systems • Data Pipelines • Analytics Platforms • AI & LLM Integrations • Cloud-Native Applications • Backend Scalability

LANGUAGES

Arabic (Native) • English (Professional) • French (Professional)