

Antoine Hakim

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Summary — Senior Software Engineer with 6+ years of experience building and scaling distributed systems across enterprise SaaS, fintech, and telecom. Skilled at leading cross-functional initiatives, architecting secure backend services (30+ team-owned services, 10M+ daily requests), and modernizing legacy platforms serving tens of thousands of enterprise clients.

Skills

- **Frontend:** React 18, TypeScript, Redux, Vite, Tailwind, Micro-frontends, Storybook, Jest, React Testing Library
- **Backend:** Go, Java, Node.js, Python, C#, REST, GraphQL, JUnit, TDD, C++
- **Databases:** PostgreSQL, MySQL, Redis, DynamoDB, Amazon RDS
- **Infrastructure:** AWS (ECS, EC2, S3, Cloudformation, RDS, SNS, SQS, Kinesis), Docker, Terraform, GitHub Actions, Jenkins, CI/CD, SonarQube
- **Messaging & Observability:** Amazon SNS/SQS, RabbitMQ, Grafana, Splunk, Sumo Logic

Education

École de Technologie Supérieure (ETS)	<i>B.Eng, Software Engineering</i>
Université du Québec à Montréal (UQAM)	<i>Certificate, Computer Science</i>
Vanier College	<i>DEC, Computer Science & Technology</i>

Experience

GoTo **Jan 2022 – Present**
Senior Software Engineer

- Led organization-wide OAuth 2.0 migration from implicit to PKCE grant flow, authoring implementation docs and mentoring teams through adoption, while coordinating unified billing integration across 3-4 commerce platforms.
- Improved the platform's role-based access control system serving tens of thousands of enterprise clients, increasing access reliability and reducing privilege-related incidents by 40
- Improved core Java services and AWS infrastructure across 30+ team-owned services, delivering features, optimizing performance, and strengthening test coverage and observability.
- Led cross-team production debugging and incident resolution using Sumo Logic, instrumenting structured logging and improving observability to reduce mean time to resolution.
- Built customer-facing features in a scalable micro-frontend architecture (React, TypeScript) serving 3M+ customers, maintaining 80%+ test coverage via SonarQube-gated PRs.
- Owned the user management experience on the admin dashboard, enabling 95% of legacy clients to transition smoothly to the new platform.
- Built internal tooling for product and engineering teams, including account sweep automation, dev environment feature branching, and an AI-powered agentic workflow for SKU provisioning.
- Authored onboarding guides, architectural documentation, and RFCs; mentored junior engineers and maintained SDKs and frontend libraries on a monthly cadence to address security vulnerabilities.

Desjardins **Dec 2020 – Jan 2022**
Software Engineer

- Engineered and delivered a core OAuth SDK microservice in Java with PKCE protocol, implementing unit, integration, and smoke tests to ensure reliability across dependent services.
- Built a secure file-sharing platform (React, Stencil) used by thousands of advisors across 40+ branches to exchange tens of thousands of regulated client documents, implementing frontend XSS protections.
- Designed and implemented CI/CD pipelines using Concourse CI, including automated smoke tests and deployment validation, reducing deployment-related incidents by 50%.
- Led rapid remediation of the Log4j vulnerability within 48 hours, establishing a blueprint for incident response across the platform.
- Developed and maintained a shared React component library in TypeScript and centralized design system using Storybook, increasing development velocity across 20+ teams.

Bell **May 2019 – May 2020**
Software Engineer

- Designed and built a consumer-facing REST API in C# to support the ticket management system, owning the full lifecycle from schema design to deployment.
- Developed the frontend for the ticket management platform (EmberJS) with drag-and-drop UI, color tagging, and search functionality, reducing team standup time by an estimated 80%.
- Participated in system design meetings to re-model the core database schema, proposing technical solutions to support complex new features.
- Authored complete frontend architecture documentation and onboarding guide, reducing new engineer ramp-up time by 50%.

Ubisoft

Jan 2018 – May 2018

Software Engineer (Intern)

- Built a utility tool package enabling pub/sub event model for iFrame widget communication via a central dashboard hub.
- Developed and unit-tested iFrame widgets (TypeScript, PolymerJS) and collaborated with QA on cross-widget integration coverage.

Projects

ActiVie (Co-Founder & Lead Developer)

- Architected and developed a full-stack SaaS activity-booking platform using Go and React, Tailwind and MUI, serving as the sole engineer responsible for end-to-end development from database design to UI.
- Designed and built core microservices including auditing, OAuth, job scheduling, and payment integration via Stripe.
- Managed all aspects of cloud infrastructure on AWS, utilizing RDS (PostgreSQL), EC2 (load-balanced), and S3 for scalability and availability.
- Implemented Goroutine-powered background task handling and prototyped observability via Grafana for production monitoring.

Game engine development (C++)

- Building a 2D roguelike game engine in C++ using ECS architecture, with SDL2 rendering, tilemap loading, AABB collision, enemy AI, projectile systems, and event-driven architecture.

1 Billion Row Challenge (Go)

- Implemented a high-performance solution to the 1BRC in Go, processing 1 billion temperature readings and achieving a 12x speedup over the baseline through concurrent file processing, worker-based parallelism, and a custom hashmap implementation.

Robotic Arm

- Engineered a 6-servo robotic arm integrating a 16-channel PWM servo driver with Raspberry Pi.
- Developed low-level control in C and built a lightweight HTTP server for terminal and web-based servo control.