Hanif Bahari

Frontend Engineer

⌂ Imatragatan 252 Kista, Stockholm
☎ 0765760186
✉ hanif.bahari@gmail.com

www.hanifbahari.dev

Visit my LinekIn

Skills

JAVASCRIPT
HTML
CSS
REACT JS
NEXT JS
GATSBY JS
TYPESCRIPT
MERN STACK
MONGO DB
STRAPI
WORDPRESS
WEBFLOW
GRAPHQL
REST API
ELEMENTOR
STYLED COMPONENTS
SCSS
TAILWIND CSS
CHAKRA UI
BOOTSTRAP
WEB COMPONENTS

FIGMA
ADOBE PHOTOSHOP
ADOBE ILLUSTRATOR
ADOBE XD
ADOBE ANIMATE
ADOBE AFTER EFFECTS
CINEMA 4D
AFFINITY DESIGNER
SKETCH (APP)

Languages

English   Swedish   Persian

Latest Work Experiences

Web Developer I Web Designer 2024-Current

Byn Kommunikation AB

In this position, I was involved in various areas from development to web design and banner production.

Web Developer 2023-2024

Falck & Co.   Sweden

An adept WordPress Developer with proficiency in utilizing professional tools like Jet plugins and Elementor. Specializing in full-stack WordPress development, I excel in crafting visually captivating websites from frontend to implementation. With a keen eye for design, I create dynamic banners using HTML and JavaScript. Expertise includes responsive design, CSS frameworks, and seamless integration of third-party APIs. From concept to completion, I ensure optimal performance and user experience, combining technical mastery with creative finesse.

Front-End developer 2022-2022

Binogi International AB   Sweden

In this position, I worked with TypeScript, React JS, Next JS, and Cypress testing. I also learned about building a design system with automated imports of design tokens from Figma and integrating them with Chakra UI and how to use StoryBook to build UI Components in isolation.

Latest Work Experiences

UI/UX Designer 2018-2019

Ve and Vile   Sweden

Ve and Vile is a Fashion-Tech company which is working with jewellers and designers using advanced 3D-printing to create 'Customer-Designed Jewellery.

My main tasks as UI & UX Designer were
- UI/UX Design of website and application,
- Provide input on the existing design,
-Testing application and website to find improvements and bugs.

Indie Video Game Developer 2017-2020

As a passionate indie game developer, I conceived, designed, and developed "Uncle Magnuz," a captivating platformer game for iPhone. Leveraging my expertise in vanilla JavaScript, I crafted the entire game, from concept to deployment on iTunes. This project showcases my proficiency in game development, encompassing everything from programming and artwork creation to animations.

Front-End Developer 2007-2011
ParsTech Solutions   Iran

As a Front-end Developer at ParsTech Solutions, I contributed to a dynamic and forward-thinking team of developers and designers. Established in 2002, ParsTech Solutions has been at the forefront of web development, boasting a youthful and talented workforce proficient in HTML, CSS, and JavaScript technologies.

During my tenure, I played a pivotal role in crafting intuitive and visually appealing user interfaces, ensuring seamless user experiences across various projects. I collaborated closely with cross-functional teams to implement cutting-edge designs and interactive elements that elevated the overall functionality and aesthetics of web applications.

My time at ParsTech Solutions honed my skills in HTML, CSS, and JavaScript, enabling me to tackle intricate front-end challenges with precision and creativity. This experience not only broadened my technical expertise but also instilled in me a deep appreciation for teamwork, innovation, and client-centered solutions.

Education

Front-End development 2021-2023

Nackademin

This 2-year frontend development program covered a wide range of topics, including JavaScript programming, frontend development using HTML and CSS, object-oriented programming, and creating interactive experiences on web pages. It also included training in agile project management, frontend architecture, communication with APIs, and version control tools such as Git. In addition, the program covered backend languages for interacting with databases and CMS systems, as well as installing and using a CMS. DevOps principles and the delivery process were also taught. Finally, the program covered unit testing of frontend code and the use of graphics programs for the web.

Masters in Industrial Design 2015-2017

Mid Sweden University

During my studies at Mid Sweden University, I pursued a Master of Arts degree in Industrial Design with a focus on Inclusive Design. I learned how to approach design through a user-centered problem-solving methodology with an emphasis on creativity. The program also emphasised the importance of sustainability and had a multidisciplinary and international orientation. Through this program, I developed a strong understanding of the importance of designing for all and the impact of design on the quality of life for all individuals. My final grade for the program was a B.

Bachelor in Industrial Design 2001-2007

During the course of my studies, I gained knowledge and skills in areas such as design thinking, product design, user-centered design, sketching, prototyping, CAD modelling, materials and manufacturing processes, sustainability, and project management. Through various projects and collaborations with peers, I developed strong communication and teamwork skills.