Husain Fazel

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PROFILE

I'm a seasoned software engineer, designer and team leader. I have over a decade of experience in fast paced startup environments ranging from fashion tech, gaming, payment systems to volatile areas like cryptocurrencies. I've founded two startups from scratch and built high performing developer teams on tight budgets that have delivered under incredible deadlines and demands.

I'm great at turning big and bold ideas into practical scalable real products. **If you need a pragmatic and creative problem solver, let's connect!**

PROFESSIONAL EXPERIENCE

10/2019 – 08/2025
Bangkok, TH

Head of Technology, Befeni GmbH
Befeni is a fashion tech company that produces made-to-order garments from their factory in Thailand for consumers across Europe. As Head of Technology for Befeni, I managed a team of developers, developed our IT processes and handled recruitment and training.

- Designed architecture and built custom factory management software (PHP, Vue) to handle raw material inventory, accounting, order processing, quality control, pattern printing and more.
- Developed REST API backend and Client-side (Typescript) SDKs for the system.
- Built mobile application (Cordova, React, Twilio) to allow real time update of item production status.
- Re-designed user flow for order placement (React, InertiaJS, ThreeJS) to allow customers to create custom shirts in 3D selecting fabrics, buttons and styles.
- Rewrote brittle legacy payment system and integrations (Stripe, Klarna etc) to be robust, auditable and comply with EU-wide taxation laws.
- Managed server infrastructure, provisioning and maintenance (Terraform, AWS)
- Created documentation, on-boarding systems and knowledge transfer between management teams.
- Recruited and trained developers and built recruitment systems: screening, application tracking and management, scoring etc.

01/2018 – 12/2019
San Francisco, USA

CEO / Founder, Slips

Slips was an innovative precursor to current day prediction market platforms like PolyMarket. It enabled streamers to monetize live streams by letting their viewers make real time predictions on outcomes.

- Developed a full MVP (React, Node, Ethereum, Docker) for $5000 and then led the fundraising efforts (pitch decks, investor demos, networking) which raised seed funding from Expanse and ETCLabs and finally incubated the project in San Francisco.
- Handled Gen-Z / Gamer orientated marketing initiatives: building our online community, running affiliate programs and tracking user funnels to find product-market fit, drive traction and justify further funding to obtain a gaming license.
- Pivoted the business model as crypto adoption hadn't reached 2026 levels, transforming the project into an eSports league platform with NFT-tokenized players for ownership and trading; stable coin style rebasing + governance mechanisms.
- Built a second prototype in 12 months: a cross platform React Native mobile application with GraphQL/Apollo for querying, ChainLink Oracles for real world player statistics and league results updates etc.

01/2016 – 12/2017
Amsterdam, NL

Mobile Application Developer, GMBill B.V.

In 2016, I returned to GMBill but my focus was not on their payment systems but developing a range of mobile applications for their sister company. These included:

- Web socket based document workflow solution which allowed on-set shooters to complete paper work with models in real time. (Ionic/Angular/NodeJS)
- Front-facing mobile scheduling application and a bookings administration tool (Ionic/Angular/Laravel)

01/2015 – 01/2016
Birmingham, UK

Games Designer / Developer, TheMVPLab Ltd

During 2015, I returned to the UK and worked on a number of projects for my former clients whilst bootstrapping my own games development studio:

- Produced an internationalized Khan Academy style e-learning platform for GMBill to train freelance shooters around the world (Angular/Laravel)
- Created an ERP system for Arrington Lumber to manage their lumber pallet production business (Vue/Laravel/Docker)
- Released a Football (Soccer) Management game (Electron/Angular)

11/2013 – 02/2014
Amsterdam, NL

Senior Developer, Poki B.V.
Poki is Flash based games portal network consisting of 40 domains receiving 20m+ visitors a month.

- Built a star-schema based data warehouse to collect user event data and Integrated Prediction.IO algorithms for game suggestions and recommendations
- Refactoring of the Redis based caching system that handled caching for the games portal network.
- Created extensive unit test coverage of their core systems and documentation of their internal systems
- Introduced Agile workflows and best practices to the team

01/2013 – 11/2013
Amsterdam, NL

Senior Developer, GMBill B.V.
GMBill is an Australian payment gateway operating out of the Netherlands that caters to internet companies with riskier business models. In addition to the payment gateway, they own one of the most popular entertainment properties (established since 2000).

- Refactored large parts of their legacy payment systems application replacing older technology (XML, Perl, PHP4) with more stable modern solutions.
- Created a command line based workflow to automate GB's of manual weekly content uploading (grouping and finding of media, tagging, metadata creation and publishing) and a new content management system.
- Worked in a large agile team providing estimates, participating in planning meetings, attending retrospectives and assessments, developing demo scripts etc

08/2012 – 10/2012
London, UK

Senior Developer, Gorkana
Gorkana is a platform for public relations professionals, it compromises of a huge contact database and provides media monitoring and analysis services to brands. I joined the company during a period where they were moving their agency built platform in-house. Working at Gorkana gave me exposure to large scale databases, Elastic Search and working in Agile teams.

- Transferred data from the old LAMP stack system to the new Java/Oracle based portal using a variety of ETL and REST API based approaches.
- Maintained the existing system, moving version control from SVN to GIT and automating deployments
- Analyzed the business logic of the existing system to provide new developers with requirements and specifications

11/2010 – 04/2012
London, UK

LAMP Developer, Cybersports Ltd.
CyberSports was a game development company behind an already launched popular MMO game called "Football Superstars". I joined to contribute to the existing web layer for this game and later was heavily involved in the development of a web based version of the game re-written in Unity3D. My key projects involved:

- An Affiliate Control Panel providing affiliates and management with real time traffic and revenue information.
- Technical specifications and implementation for the new browser based game (data persistence layer, web services, KPI reporting tools etc)
- Design briefs, managing outsourced design resources and implementing a consistent UI across the game, web site and portals.

04/2009 – 11/2010
London, UK

LAMP Developer, Electic Productions / Reprezent Radio
Reprezent was an FM youth radio station managed by Eclectic. I developed the web presence for Reprezent whilst helping Electic deliver their other grant funded programmes. Operating in the not-for-profit sector meant we had stricter obligations for content moderation and accessibility.

- Lead developer of their online radio station and youth social network.
- Created a CRM solution for Adult Learning and KS4 programmes to handle the workflow of recruiting, monitoring and evaluating learners.

Operating in the not-for-profit sector meant we had stricter obligations for content moderation and accessibility.

SKILLS

Frontend

- **HTML / CSS:** Layout (Flexbox, Grid) (experienced), Responsive Design (experienced)
- **JavaScript/TypeScript:** TypeScript (experienced), Modern JavaScript (experienced)
- **Cross Platform:** Electron (experienced), React Native (experienced), Cordova (intermediate), Ionic (basic)
- **JS Frameworks:** React (experienced), Vue (intermediate), Angular (basic), Next.js (intermediate), Remix (intermediate), Nuxt (basic)
- **JS State Management:** Redux (experienced), Zustand (intermediate), Vuex/Pinia (intermediate)
- **CSS Frameworks:** Tailwind CSS (experienced), Bootstrap (experienced)
- **CSS Preprocessors:** Sass (intermediate), LESS (experienced)
- **Bundlers:** Vite (experienced), Webpack (intermediate), Parcel (basic)
- **Testing:** Jest (experienced), Cypress (basic), Playwright (basic)
- **Optimization:** Code Splitting & Lazy Loading (intermediate), Tree Shaking (intermediate)
- **APIs:** REST APIs (experienced), GraphQL (intermediate), React Query (intermediate), Apollo (intermediate)

Backend

- **Languages:** PHP (experienced), Node.js (experienced), Python (basic), Go (intermediate), Bash (intermediate)
- **Frameworks:** Laravel (experienced), Symfony (intermediate), Express (experienced), Adonis (experienced), Flask (basic), Django (basic),
- **API Architecture:** RESTful design (experienced), GraphQL (intermediate)
- **Databases:** MySQL (experienced), PostgreSQL (intermediate), SQLite (intermediate), Oracle (basic), MongoDB (intermediate), Redis (intermediate), ElasticSearch (intermediate)
- **ORMs:** Eloquent (experienced), Prisma (basic), Sequelize (experienced), Knex (experienced)
- **Background Processing / Message Queues:** ZeroMQ (intermediate), RabbitMQ (basic), Redis Pub/Sub (intermediate), Cron/Job Scheduling (experienced)
- **Security:** SQL injection (experienced), XSS (experienced), CSRF protection (experienced)
- **Version Control:** Git (experienced), Mercurial (intermediate), SVN (intermediate)

Dev Ops

- **CI/CD:** GitHub Actions (intermediate), Jenkins (basic)
- **Cloud:** AWS (intermediate), GCP (basic)
- **Infrastructure as Code:** Terraform (intermediate), Puppet (intermediate), Nix (intermediate)
- **Containers:** Docker (intermediate), Docker Compose (intermediate), Kubernetes (basic)
- **Monitoring:** Elasticsearch, Logstash, Kibana (intermediate), Prometheus (basic), Grafana (basic)
- **Networking:** DNS, Load Balancing, HTTPS, reverse proxies (intermediate)

SKILLS (CONTINUED)

Security
Please note that I've had projects successfully audited by the NCC Group on two occasions.

Application Security: XSS / CSRF / SQL injection prevention (experienced)
Authentication / Authorization: JWT (experienced), OAuth2 (intermediate), RBAC (intermediate)
Infrastructure: Environment and secrets management (experienced), Access control & IAM (experienced),
Network Security: Firewalls (experienced), VPNs (experienced), HTTPS/TLS configuration (intermediate), Reverse proxy (intermediate)
API Security: Rate limiting (experienced), Input validation (experienced), CORS configuration (intermediate)
Monitoring: Logging (intermediate), Basic security monitoring (intermediate)

UI / UX Design
For an example of the work I am capable of producing please check out:
https://dribbble.com/husainfazel

- **UI/UX Design:** UI layout, typography & visual hierarchy (intermediate), User flows & interaction design (intermediate)
- **Design Process:** Wireframing (intermediate), Prototyping (intermediate)
- **Tools:** Photoshop (experienced), Illustrator (intermediate) Figma (intermediate)
- **Frontend Integration:** Pixel perfect conversion (experienced), Responsive and mobile first design (experienced)
- **Accessibility:** Accessibility (intermediate), Cross-browser UX consistency (experienced)

Management
- **Team Leadership:** Managing engineering teams (experienced), Mentoring developers (experienced), Performance reviews (experienced), Scaling teams (intermediate)
- **Delivery:** Roadmap planning (experienced), Agile / Scrum processes (experienced), Stakeholder communication (experienced), Risk management (intermediate)
- **Hiring & Team Building:** End-to-end recruitment (experienced), Technical interviewing (experienced), Building hiring pipelines (experienced), Onboarding processes (experienced)
- **Technical Oversight:** Architecture design (experienced), Code quality and standards (experienced), Technology selection (experienced), Managing technical debt (experienced)
- **Operations:** Managing environments (intermediate), Vendor and tooling decisions (intermediate)
- **Budgeting and Process:** Budget ownership (intermediate), Designing engineering processes (experienced), Documenting and Knowledge Sharing (experienced), Incident and escalation management (intermediate)