

Shahzad Ali

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Founder & Solution Architect with 12+ years building and modernizing software platforms across fintech, SaaS, and enterprise. Led architecture and end-to-end delivery for high-volume payment systems, drove monolith-to-microservices migrations, and managed teams of 10+. Now partners with founders and product teams through A BIT LOGIC to design and ship reliable, scalable software — from architecture to production.

PROFESSIONAL EXPERIENCE

A BIT LOGIC (www.abitlogic.com)

Founder & Solution Architect (August 2024 – Present)

- **Founded** and lead A BIT LOGIC, a software consulting firm delivering custom software development, solution architecture, and technology consulting across multiple industries.
- **Architect** scalable, cloud-ready solutions applying best practices in microservices, API design, and modern .NET and Node.js ecosystems.
- **Consult** with clients to define solution roadmaps and translate business requirements into robust, maintainable software architectures.

Qenta Inc (USA) ([interpayafrika](http://interpayafrika.com), maximus.global, [payafrique](http://payafrique.com), [payabhi](http://payabhi.com))

Principal Software Engineer & Project Manager (2016 – Feb 2026)

- **Led** refactoring of a monolithic architecture into microservices using AWS services significantly improving scalability and maintainability.
- **Engineered** and launched advanced features for multiple Fintech products, enhancing user experience and expanding product capabilities.
- **Conducted** code reviews, peer programming sessions, and performance optimizations to maintain high code quality and system efficiency.
- **Mentored** junior engineers and successfully built and led multiple development teams.

Independent Software Consultant (shahzadali.net)

Freelance Developer (2015 – Present)

- **Delivered** cross-platform mobile apps, game development projects (Unity, Cocos2d-x), and eCommerce solutions for diverse international clients.
- **Built** business websites and custom web solutions, empowering clients with scalable, user-friendly platforms.

Urchin Games (urchingames.com)

Software Engineer (2012 – 2015)

- **Scripted** game mechanics in C++, maintained high-performance graphic engines, and managed full game creation cycles from concept to release.
- **Handled** version control and localized games into 5+ languages, expanding market reach internationally.

EDUCATION

Bahria University, Islamabad — Bachelor of Computer Science

SKILLS, TOOLS & TECHNOLOGIES

C#, .NET Framework, .NET Core, Node.js, TypeScript, Web API, HTML, CSS, JavaScript, jQuery, Bootstrap, LINQ, Entity Framework, SOAP, REST, Ajax, AngularJS, Angular, React, MS SQL Server, Oracle, MySQL, AWS, AWS SQS, AWS CloudWatch, Redis, Hangfire, IIS, Git, GitHub, SourceTree, Visual Studio, SoapUI, WireMock, JIRA, Confluence, Redmine, Scrum, Agile Methodologies, Design Patterns, SOLID Principles