

Amir Mohammad Purheydari

Software Engineer · Node.js Backend Developer · Automation Engineer

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PROFILE

Independent software engineer with 5+ years of experience building Node.js backend systems, automation pipelines, APIs, and production web applications. I take systems from architecture through deployment and ongoing operation, with a focus on reliability, integrations, and unattended services.

PROFESSIONAL EXPERIENCE

Independent Software Engineer

March 2021 – Present · Remote

Designing, building, deploying, and operating production software systems independently.

Automation & Media Processing Platform

March 2021 – Present

- Built an end-to-end Node.js media pipeline covering discovery, extraction, validation, duplicate prevention, FFmpeg processing, publishing, reporting, cleanup, and failure recovery.
- Implemented streaming downloads, HLS handling, retry strategies, fallbacks, resource management, and operational logging.
- Operated for 12+ months with minimal manual intervention; processed 10,800+ videos. Automated output reached 30+ videos per 24 hours, compared with up to 3 manually per workday.

Node.js · JavaScript · Puppeteer · Playwright · REST APIs · FFmpeg · HTTP streaming · Linux · Nginx / Caddy

Production Media Platform

August 2024 – Present

- Built the frontend, backend APIs, authentication, administration, and relational models for users, media, creators, tags, playlists, watch history, subscriptions, likes, and comments.
- Implemented automated releases, rollback protection, database migration safety checks, backups, and runtime verification.
- Operate a live platform with 621+ registered users and approximately 5,000 monthly unique visitors.

Next.js · TypeScript · React · Prisma · SQLite · Bun · Caddy · Cloudflare

ShotCaller

August 2026 – Present

- Built a server-authoritative multiplayer engine with deterministic state resolution, simultaneous actions, conflict handling, deadlines, and persistent game state.
- Implemented authentication, sessions, administration, security controls, and private WebRTC / TURN voice with state-based permissions and signaling boundaries.
- Developed automated multi-browser tests for real multiplayer flows and real-time communication.

Node.js · JavaScript · SQLite · WebRTC · TURN · Playwright · REST APIs

TECHNICAL SKILLS

Backend & data: Node.js · JavaScript · TypeScript · PHP · REST APIs · SQL / MySQL · SQLite

Automation & processing: Puppeteer · Playwright · FFmpeg · HTTP streaming · Bash

Product engineering: Next.js · React · Prisma · WebRTC / TURN

Production operations: Linux / VPS · Nginx / Caddy · Docker · Git · Cloudflare

LANGUAGES

Persian · English