

HANIF BAHARI

FULL-STACK DEVELOPER / PRODUCT DESIGNER

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PROFILE

Full-stack developer and product designer building human-centered software at the intersection of engineering, systems thinking, and visual design. Experienced across React, TypeScript, Node.js, design systems, accessibility, testing, and independent product delivery.

EXPERIENCE

Independent Software Developer & Product Designer / Independent 2025 - Present

Designing, developing, releasing, and maintaining independent software products across desktop applications, product websites, testing, documentation, and automated delivery.

- Created VersionLoom, a local-first macOS workspace for visual version history and creative file recovery.
- Created Folioflow, a macOS editor for turning still images into polished vertical reels.
- Created ViraChin, an offline macOS and Windows utility for Persian text and title artwork in design applications.
- Created The Red Balloon, a hand-painted 2D narrative puzzle game built with C# and MonoGame.
- Managed each product from problem definition and interface design through implementation, testing, packaging, release automation, and public documentation.

Full-stack Developer / KTH Royal Institute of Technology 2025

Worked across a large public-sector web ecosystem spanning frontend delivery, backend services, publishing platforms, and a shared design system.

- Developed hybrid Node.js and React applications with TypeScript and maintained more than 30 Node.js applications across multiple repositories.
- Built a new WordPress theme for KTH blogs and integrated it with Polopoly CMS and the KTH Design System.
- Contributed reusable interface work to the KTH Public Design System monorepo.

Frontend Developer - Core team / Bazarma 2022 - 2024

Helped shape a Persian-language marketplace and services platform for immigrant communities in Sweden.

- Migrated legacy React class components to functional components and implemented Redux state architecture.
- Led UX/UI redesign work and developed a cohesive design system.
- Added Jest and Cypress coverage and integrated Sentry, GA4, and Google Tag Manager.

ADDITIONAL EXPERIENCE

Web Developer / Byn Kommunikationsbyrå AB

2024

Led development delivery with designers, including production launches, on-page SEO, security, and performance improvements.

Web Developer / Falck & Co

2023 - 2024

Delivered custom WordPress themes, plugins, functions, and deployment workflows using JavaScript and PHP.

Indie Game Developer - Creator of Uncle Magnuz / Independent

2017 - 2020

Designed, programmed, illustrated, animated, and released an original iPhone platform game built with vanilla JavaScript.

User Experience Designer / Ve and Vile

2018 - 2019

Designed and evaluated web and application experiences for a fashion-technology startup using 3D printing.

Web Developer / ParsTech Solutions

2007 - 2011

Built interactive web interfaces with HTML, CSS, and JavaScript in collaboration with developers and designers.

CAPABILITIES

Product engineering / JavaScript, TypeScript, React, Next.js, Node.js, REST APIs, GraphQL

Interface systems / HTML, CSS, Web Components, Storybook, design systems, responsive design, accessibility, Figma

Quality & delivery / Jest, Cypress, Playwright, Docker, GitHub Actions, Swagger, Sentry, performance

Platforms / WordPress, PHP, Strapi, MongoDB, Azure Cosmos DB, Astro, Gatsby, PixiJS, MonoGame, C#

EDUCATION

Nackademin / Frontend Development

2021 - 2023

Mid Sweden University / MA, Industrial Design - Design for All

2015 - 2017

Azad University (IAU) / BA, Industrial Design

2001 - 2007

FURTHER LEARNING & LANGUAGES

Certification / UX Design: From Concept to Wireframe, University of Michigan

Languages / Persian, English, Swedish