

YOUNES OUTERBAH

Software Engineer

younesouterbah1@gmail.com | GitHub | LinkedIn | Portfolio

Full-Stack Software Engineer building production web, mobile, and backend systems with TypeScript, Go, and Swift. Shipped consumer and B2B products across SaaS, mobile, and real-time systems, including two independently launched products reaching paying customers and 2,600+ players globally.

PROFESSIONAL EXPERIENCE

Winged

Full-Stack Developer

Remote, Finland

Sep 2025 – Present

- Led production iOS migration from React Native to native Swift, eliminating cross-platform overhead and reducing crash-related issues.
- Developed and maintained backend APIs in Go and Express, backed by PostgreSQL with Redis for caching and session management.
- Integrated in-app purchases (RevenueCat), push notifications (Firebase), and authentication (Supabase) into the production app.
- Managed CI/CD pipelines end-to-end; diagnosed App Store/TestFlight deployment blockers across multiple releases.
- Built AI voice features using ElevenLabs and a camera capture flow for user onboarding.
- Monitored production health with PostHog and Logfire; wrote unit and integration tests across Go and TypeScript codebases.

Thinline DZ

Full-Stack Developer

Onsite, Algeria

Apr 2025 – Aug 2025

- Engineered an internal data-filtering system from scratch, building RESTful backend services and a responsive frontend to streamline B2B and B2C workflows.
- Developed and maintained production web applications using React, Next.js, and Node.js in an agile team environment.
- Designed reusable frontend components and integrated backend APIs across internal business workflows.

Freelance Software Developer

Contract – Full-Stack & Backend

Remote

Sep 2023 – Mar 2025

- Worked alongside a senior engineer building production-grade features for a learning platform using TypeScript and Go.
- Designed and documented RESTful APIs using Swagger/OpenAPI; containerized services with Docker; wrote tests across Go and TypeScript codebases.

PROJECTS

DzStore – E-Commerce SaaS Platform

LINK

- Co-built a full-stack e-commerce platform enabling Algerian businesses to launch online stores with cash-on-delivery logistics and nationwide fulfillment.
- Built with Next.js, TypeScript, and PostgreSQL; includes AI-generated product descriptions, analytics dashboards, and trilingual support.
- Reached **1,100+ users**, **30+ paying businesses**, and **1,000+ active stores**, with merchants processing **700+ real customer orders**.

Fibble – Multiplayer Party Game

LINK

- Built and shipped a real-time multiplayer party game for web and Discord, supporting live multiplayer sessions.
- Architected real-time game sessions using Ably pub/sub with TypeScript and Neon PostgreSQL for persistence.
- Grew to **2,600+ players across 30+ countries with 725+ hours of total play time in under 2 months**.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Go, SQL, Swift

Backend: Go-chi, Express, PostgreSQL, Redis, Supabase, Swagger/OpenAPI

Frontend: React, Next.js, Tailwind CSS, Redux Toolkit

Mobile: SwiftUI, React Native

Infra / Tooling: Docker, Hetzner, Firebase, RevenueCat

Testing: Go testing, Jest **Observability:** PostHog, Logfire