

Abdulrazzaq Alhendi

Backend & Systems Engineer | Payments, Distributed Systems & Native Software

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Experience

Software Developer - Backend - Warba Bank (Kuwait) August 2025 - Present

- Designed and built Warba Bank's core **customer onboarding service, handling 100% of new account openings** across mobile and branch channels.
- Delivered highly configurable workflows on a **custom workflow engine integrated with 5+ services**, modernising the codebase and improving observability.

Technical Lead - Contract - Dawraty Educational Group (Kuwait) February 2025 - February 2026

- Modernised critical infrastructure by migrating an end-of-life PHP 7 application to Rust (approximately 75k LoC), preserving feature parity and backward compatibility while enabling **3x faster response times**.
- Architected CI/CD pipelines and containerisation, reducing deployment time by **40%** and enabling zero-downtime updates.

Experienced Associate, Developer - KNET (Kuwait) October 2023 - February 2025

- Developed KNET's **WAMD ISO 20022 instant-payments platform**, implementing load balancing, mutual TLS and X.509 signatures through HSMs for security and scalability.
- Led database, garbage-collection and application-level performance work that delivered a measured **500% increase in maximum operating capacity** while maintaining 99.9% uptime.

Junior Integration Developer - Backend - Warba Bank (Kuwait) May 2023 - October 2023

- Migrated a monolithic banking application to a Kubernetes-based **microservice architecture** while moving from JDK 8 to JDK 17.

Senior Research Technician - Dasman Diabetes Institute (Kuwait) July 2020 - April 2023

Technical Skills

Languages	Java, Rust, C, Python, PHP, SQL
Platforms	Kubernetes, Docker, Linux, CI/CD, HSM integrations
Specialties	Distributed systems, microservices, payments, performance engineering, observability

Selected Work

CTR Native - github.com/CTR-tools/ctr-native April 2023 - Present

- Primary contributor to a native PC port of *Crash Team Racing* (PS1), performing original **C reverse engineering and decompilation** and implementing runtime, platform, build and game-integration systems.

Education

B.S. in Chemical Engineering - Iowa State University (Ames, IA) January 2016 - December 2019