SULEYMAN ALI

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SUMMARY

Full-stack software engineer with 4 years at TomTom building developer platforms in TypeScript, with a focus on frontend architecture and infrastructure. I currently build LLM agent tooling: I created TomTom's Agent Toolkit, a tool-calling layer that lets any LLM operate a live map, with eval harnesses that drive its tool design.

EXPERIENCE

TomTom *Amsterdam, The Netherlands*
Software Engineer III Feb. 2026 - Present

- Created the **Agent Toolkit** for TomTom's Maps SDK for JavaScript: a model-agnostic **LLM tool-calling** layer, built on Vercel AI SDK, that lets agents operate a live map. Public on npm since April 2026 (agent-toolkit docs).
- Drove its tool design with **eval harnesses**: repeated scenarios asserting tool calls and final map state in code.
- Built a live **traffic-operations agent** on the toolkit, with models served through Azure AI Foundry.
- Shaped the tool design and architecture of TomTom's **MCP** servers, exposing TomTom data to AI agents.
- Core contributor to the **Maps SDK for JavaScript**: built map modules and shaped its architecture.

Software Engineer II Mar. 2024 - Feb. 2026

- Proposed and led the migration of **docs.tomtom.com**, TomTom's public documentation for about 30 products, from Gatsby to **Astro's islands architecture**: cut build times by **~40%**, retired a legacy codebase and unblocked interactive docs built on the Maps SDK.
- Designed its delivery and publishing platform: static content behind global **CDN** caching, a Node.js BFF (OAuth sign-in via Entra ID, private docs gated by user identity), and pipelines with preview environments, broken-link checks and promotion to production for docs in product teams' own repos.
- Designed **my.tomtom.com**, the customer dashboard (API keys, product management, usage analytics), as a monorepo of **React micro-frontends** where other teams build their own portal modules. Owned its developer experience, Node.js BFF, infrastructure as code (Terraform, Pulumi), CI/CD and on-call.
- Wrote shared infrastructure in **Go** for the organization (Pulumi) and an HTTP proxy, used by both products.
- Drove engineering best practices org-wide as the team's representative in an Operational Excellence working group - spanning security, infrastructure, observability, and on-call.

Software Engineer I Sept. 2022 - Mar. 2024

- Built developer.tomtom.com in TypeScript/React, with CI/CD on GitHub Actions and AWS.

SKILLS

AI engineering	LLM tool calling, agents, evals, MCP, Vercel AI SDK, Azure AI Foundry
Languages	TypeScript, Node.js, Python, SQL
Frontend	React, Astro, micro-frontends, modern build tooling
Backend	Node.js BFF services, REST API design, OAuth/OIDC integration (Microsoft Entra ID)
Cloud & infra	Azure, AWS, Terraform, Pulumi, GitHub Actions, Docker, CDN caching

EDUCATION

BSc Computer Science and Engineering, Delft University of Technology Sept. 2019 - Jul. 2022
Minor in Electronics for Robotics (TU Delft)
Graduated Cum Laude (average grade 8.5/10)
Languages: Dutch (native), English (full professional proficiency)