



Mohamed Farhat

Software Engineer

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Summary

Full-stack Software Engineer with expertise in web and mobile application development. Proficient in Next.js, Tailwind CSS, Flutter, MERN, Ruby on Rails, Django and PostgreSQL. Delivered production grade applications across multiple industries. Strong collaborator with a solution oriented approach to creative problem solving and rapid UI/UX iteration. Experienced in Agile workflows and eager to leverage full-stack capabilities in challenging positions focused on user specific solutions.

Experience

Adwello

July 2025 - Present

Associate Software Engineer

Finland, Remote

- Contributed to full-stack development for internal management dashboards, tutoring platforms, and client-facing gameshow/trivia platforms, focusing on responsive, clean front-end implementation using Next.js, Tailwind CSS, React Native, and Axios.
- Implemented SEO best practices and created scroll-triggered animations for landing pages using Next.js, GSAP, and Framer Motion.
- Collaborated on backend development using Express.js and Prisma, integrating APIs, handling server-side logic, and managing databases for scalable solutions.
- Supported DevOps and project management for internal and client platforms, leveraging GCP and Digital Ocean, breaking down tasks, and understanding client requirements.
- Participated in client meetings, PRDs, and minor demos, translating feedback into actionable frontend and backend improvements.
- Optimized deployments, performance, and SEO across projects, contributing to cleaner codebases and improved client satisfaction.
- Worked in small, agile teams (2–3 members), practicing feature-branch Git workflows and code reviews.
- Technologies Used: Next.js, Tailwind CSS, React Native, Express.js, Prisma, GSAP, Framer Motion, GCP, Digital Ocean, Axios, GitHub/Git.

Bootyard Technologies

Feb 2025 - July 2025

Software Developer Intern

Philippines, Remote

- Contributed to internal products and client projects by building responsive Next.js frontend interfaces using Tailwind CSS/HeroUI Components and Figma design assets.
- Developed SEO-focused features for a Ruby on Rails based keyword analysis tool by integrating APIs like Ahrefs and ScreenshotOne to retrieve and visualize SERP data.
- Collaborated on bug fixes and small features within Ruby on Rails and PostgreSQL backends, gaining exposure to full stack workflows.
- Followed modern Git practices using Bitbucket feature branches, documentation on every PR, and conflict resolution via code reviews.
- Worked in a fast paced Agile environment with daily task tracking on Lark and Basecamp, under mentorship from a senior developer.
- Reiterated on UI/UX implementations based on client feedback, improving delivery speed and reducing revision cycles.
- Technologies Used: Next.js, Tailwind CSS, Ruby on Rails, PostgreSQL, Figma, Bitbucket, Lark, Basecamp, HeroUI

Projects

Strive Academics

Strive Academics is a web based tutoring platform designed to connect students with tutors, manage lesson bookings, payments, and recurring sessions, and provide administrative tools for overseeing tutoring operations.

🔗 <https://striveacademics.com.au/>

- Implemented JWT based authentication with role based access control, token rotation, and secure session management for students, tutors, and administrators.
- Integrated Stripe payment processing with webhook handling to support lesson payments, package purchases, and automated refunds.
- Built a six stage lesson pipeline to track student tutor relationships from onboarding through recurring sessions, improving lifecycle visibility.
- Developed automated email notifications using Nodemailer and reusable HTML templates, reducing manual communication overhead.
- Improved database performance by assisting in schema normalization and applying strategic PostgreSQL indexing.
- Set up CI/CD pipelines using GitHub Actions and deployed the platform to a Hostinger VPS, managing backend processes with PM2 and serving applications through Nginx.

• **Technologies Used:** React.js, Node.js, Express, PostgreSQL, Prisma, Stripe, GitHub, GitHub Actions, PM2, Nginx

Oyo Eats

A custom delivery service platform connecting local restaurants with delivery operations.

🔗 <https://oyoeats.lk/>

- Built and deployed a mobile-first delivery app using Flutter and Firebase, streamlining order fulfillment and restaurant management for local vendors.
- Implemented role-based authentication (Admin/User) using Firebase Auth, supporting Google, Facebook, and phone logins.
- Designed and integrated an admin panel for real-time order tracking, restaurant listings, and delivery coordination.
- Utilized OneSignal for cross-platform push notifications to ensure timely order status updates.
- Used Google Maps Distance Matrix API to calculate delivery distances and dynamically determine pricing.
- Designed the full UI in Figma, ensuring a seamless and intuitive experience across all screens.

• **Technologies Used:** Flutter, Firebase, Figma, OneSignal, Firebase Auth, GitHub

Subscriptions API — Backend Project

A backend subscription management API that enables users to create and manage recurring subscriptions, with automated email reminders and secure authentication. The system uses serverless background workflows to handle scheduled notifications and includes built in protection against abuse through rate limiting and bot detection.

- Built a production ready REST API using Node.js, Express, and MongoDB (Mongoose) to manage users and recurring subscriptions.
- Implemented JWT based authentication with secure password hashing (bcrypt), supporting token validation via cookies and Authorization headers.
- Designed full CRUD flows for subscriptions, including lifecycle management and automatic renewal date calculation at the model layer.
- Automated welcome and renewal reminder emails (7/3/1 days before renewal) using Upstash Workflows for serverless background scheduling and Nodemailer for delivery.
- Integrated Arcjet for bot detection and rate limiting, improving API security and abuse prevention.
- Implemented centralized error handling to normalize Mongoose validation, casting, and duplicate key errors into consistent API responses.
- Structured the codebase with clear separation of concerns across models, controllers, routes, and middleware for maintainability and scalability.

• **Technologies Used:** Node.js, Express.js, MongoDB, Mongoose, JWT, bcrypt, Upstash Workflows, Nodemailer, Arcjet, GitHub

Orbit Overseas

A Travel Agency Website, focused on showcasing travel services with a modern UI and SEO- focused content delivery paired with a CMS.

🔗 <https://orbitoverseaslk.com/>

- Led the design and development of a responsive travel agency website using Next.js, Tailwind CSS, and Figma, ensuring cross-device compatibility.
- Integrated Sanity CMS for dynamic content management, enabling the client to update services, packages, and blog posts without developer input.
- Optimized for performance and discoverability with SEO best practices and server-side rendering.
- Utilized Aceternity UI components where necessary to enhance user experience and modern design aesthetics.
- Managed the codebase collaboratively using GitHub, overseeing pull requests and enforcing consistency in code quality.

• **Technologies Used:** Next.js, Tailwind CSS, Sanity CMS, Figma, Aceternity UI, GitHub

Venturely.ai

A platform for startups to pitch ideas to investors using Next.js and Sanity CMS, with error tracking via Sentry.

🔗 <https://venturely-ai.vercel.app/>

- Implemented user authentication with Next-Auth using GitHub as the authentication provider.
- Implemented function for search/filter by category and name.
- Designed a responsive UI with Shadcn/UI and Tailwind CSS, ensuring cross-device compatibility.
- Reduced API latency by 20% through query optimization and caching.

• **Technologies Used:** React, Next.js, TypeScript, Sanity, Sentry

Tomato Vibe

A web-based educational game designed to enhance math skills through engaging tomato-themed challenges.

🔗 <https://github.com/Mo-Farhat/TomatoVibe>

- Game Design: Designed an interactive user interface that provides an engaging experience for players.
- Real-time Feedback: Implemented features that give instant feedback on user performance, helping them learn effectively.
- Leaderboard Feature: Created a leaderboard system to track player scores, fostering competition and enhancing user engagement.

• **Technologies Used:** HTML, CSS, JavaScript, PHP, MySQL, XAMPP

Education

University of West London

Computer Science

November 2021 - October 2023

Higher National Diploma

University of Bedfordshire

Computer Science & Software Engineering

January 2024 - March 2025

BSc (Hons)

Skills

Languages & Frameworks

JavaScript, TypeScript, Python, Django, Dart, Flutter, React, Next.js, Express.js, Ruby on Rails, PostgreSQL, Prisma, Supabase, Tailwind CSS, Shadcn/UI, HeroUI, AceternityUI

Development Tools & Platforms

Firebase, DigitalOcean, Google Cloud Platform (GCP), Hostinger, Git, GitHub, Bitbucket, Vercel, Netlify, v0, Figma, Lark, Basecamp, Nodemailer, n8n

Testing & Automation

Selenium, Appium, Lighthouse, Jest

Methodologies & Practices

Agile, CI/CD, Test Automation, Version Control, RESTful API Design