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, and PostgreSQL. Delivered production applications including enterprise keyword-analysis tools and consumer delivery services. 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-centric 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   Philipines, 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

Education

University of West London   November 2021 - October 2023
Computer Science   Higher National Diploma

University of Bedfordshire   January 2024 - March 2025
Computer Science & Software Engineering   BSc (Hons)

Projects

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

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

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
- APIs: External APIs for random math questions.