

Ahmed Abdallah Mousa

Full Stack Software Engineer

Node.js | ASP.NET | Java Spring Boot | Web and Mobile | Hardware Integration

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PROFESSIONAL SUMMARY

Backend software engineer with production experience in Node.js, ASP.NET, and Java Spring Boot. Builds REST APIs, real-time systems, database-backed platforms, mobile applications, and connected hardware workflows. Delivers authentication, payments, registration, and operational systems, then deploys and maintains them on Linux infrastructure.

TECHNICAL SKILLS

Backend	Node.js, Express.js, Java, Spring Boot, ASP.NET, PHP, Laravel, Python, FastAPI, REST APIs
Data and security	MySQL, Redis, SQL, JWT, email OTP, Stripe, payment webhooks, authentication and authorization
Real time and networking	WebSockets, TCP sockets, UDP sockets, Socket.IO, real-time communication
Infrastructure	Docker, CI/CD, Linux, Apache, PM2, Git, self-hosted Git server, SSL certificates
Web and mobile	React, Angular, Flutter, React Native, Android, HTML, CSS, JavaScript, TypeScript
Hardware and interactive systems	Arduino, sensors, serial communication, hardware integration, connected event devices

PROFESSIONAL EXPERIENCE

LjómaTech | Founder and Lead Software Engineer

Apr 2024 - Present

- Build Node.js services, REST APIs, and database-backed applications for event and interactive products.
- Maintain QR registration, ticketing, invitations, check-in, and attendee-management workflows for private events.
- Implement email OTP, JWT authentication, Stripe test payments, and webhook handling for LTLM marketplace workflows.
- Deploy applications with Docker, Linux, Apache, PM2, MySQL, Redis, Git, CI/CD, and SSL certificates.
- Integrate WebSocket, TCP, and UDP communication for networked applications and connected event devices.

Parallel XR | XR Game Developer

Jul 2023 - Apr 2024

- Developed Unreal Engine 5 VR showroom and industrial training experiences.
- Optimized rendering, physics, asset pipelines, and multi-user XR application stability.

412 Labs | Unity XR Instructor

Jan 2024 - Jul 2024

- Taught C#, object-oriented programming, and Unity project architecture to 24 students.
- Mentored XR graduation projects through implementation and delivery.

TouchMedia International | Game Developer

Jun 2021 - Mar 2022 | Jan 2023 - Jul 2023

- Supported company website and backend systems for interactive products.
- Delivered games, web, AR, VR, AI, and computer-vision activation experiences.

Zero One | Lead Game Developer

Sep 2021 - Jan 2023

- Led a five-person software and design team for interactive technology projects.
- Delivered games, web systems, and embedded solutions for live-event activations.

Vube | Unreal Engine Developer

Aug 2021 - Jan 2022

- Contributed to Unreal game-port development and performance optimization.
- Implemented Arduino simulation controls for interactive experiences.

DASA Technology Planet | Game Developer

Jan 2020 - Jun 2021

- Created game design documents, prototypes, gamification systems, and ELO algorithms.

Taj51 | AR Game Developer

Oct 2017 - Apr 2019

- Contributed to Evaaz, a team website using Angular and Java Spring Boot.
- Built AR educational experiences and interactive software features.

Zero Reality | Lead Game Designer and Web Developer

Jan 2017 - Oct 2017

- Developed a secure PHP framework for Unilever web systems.
- Contributed to a Unilever Factory Automation System migration from PHP to ASP.NET.
- Built Supsets, a venue scheduling application using Node.js and Angular.

EDUCATION

Bachelor of Science in Computer Science, Game Development Major | Canadian International College, New Cairo | June 2023

Virtual Reality Diploma | American Center Cairo, US Embassy Cairo | January 2024

ADDITIONAL INFORMATION

Languages: Arabic and English | Experience spans backend, web, mobile, real-time, XR, event technology, Arduino, and hardware integration