

Ahmad Atallah

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Experience

Hashcards — Owner
Sep 2025 – Present

- Developing a free spaced repetition flashcard app, currently on its 10th release.
- Optimizing UX based on real gathered user feedback.
- Sharing knowledge on FSRS (Free Spaced Repetition Scheduler).

Getsafe — Sr Software Engineer (Frontend)
Apr 2023 – Present | Remote, Germany

- Launching and maintaining high quality insurance products serving +500K customers in Germany, France, Austria and (previously) UK
- Developing and improving buying flows/funnels for various insurance products with high conversion rate, backed by user sessions and a data persistence layer
- Maintaining a monorepo hosting multiple apps and shared packages across web and mobile, with Expo and EAS Build/Update pipelines for native releases
- Shipping OTA updates to thousands of customers, enabling rapid iteration and hotfixes without app store releases
- Building a backend-for-frontend (BFF) layer to aggregate and tailor API responses for client-specific needs
- Configuring and maintaining a Sanity CMS for products, clients, and platforms enabling seamless editing and rich content experience
- Bootstrapping a rich content personalization datasource tailored for the native mobile app
- Delivering insurance product features to mobile apps including documents, payments, and policy details
- Resolving customer support tickets with proper regression and postmortems

Aeditive GmbH — Sr Software Engineer (Fullstack)
Mar 2022 – Apr 2023 | Hamburg, Germany

- Bootstrapped and actively developed a new SaaS backoffice solution platform for concrete 3D printing.
- Developed and designed a UI components library tailored to work in sync with 3D rendering

Swvl Business — Sr. Software Engineer I (Frontend)
Jul 2021 – Mar 2022 | Cairo, Egypt

- Lead the frontend development team of the company for its B2B scope.
- Maintain SWVL web design system.
- Guide and onboard new comers.

Swvl — Software Engineer II (Frontend)
Dec 2018 – Jun 2021 | Cairo, Egypt

- Worked on developing the company’s administration dashboard and website.
- Initiated and released the company’s business dashboards.
- Developed, and published a design system components packages on npm.

Qobra — Software Engineer (Frontend)
Dec 2019 - Aug 2020 | Remote

- Started the core product desktop app with electron.
- Streamlined project’s boilerplate to speed up development, with support for multiple tabs, shared state, and others.

Millensys — Software Engineer (Visualization)
Feb - Dec 2018 | Alexandria, Egypt

- Worked in the medical imaging team with OpenJPEG, LEADTOOLS, Windows API, OpenGL, canvas drawing, advanced image processing techniques, 2D and 3D visualization.
- Assigned to advanced DICOM viewer project (web based, and Desktop), reporting tool and others.

Cairo University — Engineering Graduate (Medical Visualization)
Nov 2016 - Jul 2017 | Cairo, Egypt

- Visualization Desktop App for fast 2-projection 2D-3D registration that assists in patient positioning process during radiation oncology treatment procedures.

Education

Cairo University— Bachelor of System and Biomedical Engineering **Jul 2012 - 2017 | Cairo, Egypt**

Thesis GPU-Based Visualization Application for 2-Projection 2D-3D Image Registration In Radiation Oncology

Activities

Generative Artist

I’m also passionate about generative art and design topics in my free time for fun, like generative design with CSS using components.ai , typography, and art.

Amateur photographer

Yet, sometimes Blender render-er

Programmer and artist

Skills

AI

Working with AI across the development cycle — structured prompting, agentic workflows, and tool integrations. Drawing on a consolidated engineering skillset to critically review and verify what models produce.

Coding:

Claude Code • CursorAI

Agents:

Mastra • Vercel AI SDK • LangChain

Design:

Pencil • Figma

Infra:

MCP Servers • Streaming APIs

Programming

Over 250k lines:

TypeScript, Javascript



Over 6000 lines:

NodeJS, Astro
Python



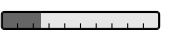
Over 3000 lines:

Lua, Shell



Familiar:

Haskell, Pascal, C/C++, Scala



Currently learning:

Lean, Zig



Development

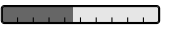
▶ Editors —

VSCoDe& Vim & Neovim



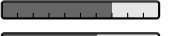
▶ Client Libraries —

React & ReactNative
Vue



▶ Frameworks —

Next.JS with SSR & RSC
Gatsby with SSR & SSG
Expo
Express
Remix, Angular, & Serverless



▶ Build/task Runners —

Webpack, Rollup, Babel, Turbo, & Metro



▶ VCS & CI/CD —

Git, CircleCI, Github Actions, Heroku, & EAS
Bitrise, SVN, & Jenkins



▶ Content Management —

Sanity
Contentful & Strapi



▶ Styling —

CSS, Tailwind, Tachyons & Theme-UI
Styled Components & Emotion
CSS Modules & SCSS



▶ Animation —

Rive, Motion, Reanimated & Moti



▶ Templating —

HTML, JSX, MD & MDX
Handlebars



▶ Testing —

Jest, React testing library, MSW & Cypress
Puppeteer, Maestro



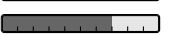
▶ Utilities —

Lodash, ts-pattern, React form & i18next
Runtypes, Zod, Socket.IO, Ramda & fp-ts



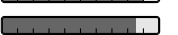
▶ State Machines —

Redux toolkit, xState
Signal



▶ Querying & APIs —

REST & tRPC & SSE
GraphQL, GROQ, & React Query



▶ Database —

SQL & Supabase & Instant



▶ Infrastructure —

AWS, Docker/compose, & Heroku
Qovery & Terraform



▶ Observability —

Mixpanel, Datadog & Sentry
Periscope & Hotjar



▶ Messaging —

Sendgrid & Customer.io
Fastmail

