MUJEEB MUHIDEEN

FULL-STACK SOFTWARE ENGINEER

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PROFILE

- Full-Stack Software Engineer with 5+ years of software development experience across fintech, SaaS and AI-enabled products; delivered 8/8 confidential B2B client products to production at Tempo Labs and served as main engineer on five engagements.
- Owned Swerv's engineering end to end across architecture, databases, Go/NestJS services, partner APIs, web/mobile products and AWS for a platform that processed approximately 2-5M transactions totaling about NGN 5B and supported nearly 20 partners.
- Combines high-ownership product delivery with AI-enabled workflows and developer tooling, taking ambiguous requirements from design and architecture through implementation, QA, deployment, and production support.

AREAS OF EXPERTISE

- **Core Competencies:** End-to-End Product Engineering, Full-Stack Web & Mobile, API & Integration Engineering, AI-Enabled Product Workflows, Payment Systems, Offline-First Systems, Developer Tooling
- **Programming Languages:** TypeScript, JavaScript, Go, PHP, SQL, Dart
- **Frameworks & Runtime:** React, Next.js, React Router, TanStack Start/Router, Remix, Flutter, React Native/Expo, Node.js, NestJS, Hono, Laravel, Tailwind CSS, shadcn/ui
- **Data & Integration:** PostgreSQL, MySQL, Redis, Supabase, REST APIs, GraphQL, OAuth, Webhooks, SSE, Asynq, Clerk
- **AI Development Tools:** OpenAI Codex, Claude Code, OpenCode, GitHub Copilot, Cursor
- **AI Product Technologies:** OpenAI API, AI SDK
- **Cloud & Delivery:** AWS (EC2, RDS, S3, SES), Vercel, GCP, Firebase, Docker, GitHub Actions, CI/CD

PROFESSIONAL EXPERIENCE

Software Engineer — October 2024 - March 2026

Tempo Labs (YC S23)

- Delivered 8/8 confidential B2B client products to production and served as main engineer on five engagements, owning full MVP or major frontend/full-stack scope from requirements and architecture through QA and deployment on typical 1-3 month delivery cycles.
- Built AI-enabled product workflows with the OpenAI API and AI SDK, including image analysis, conversational interfaces, SSE-streamed generated content, structured outputs, authentication, and resumable file workflows across React, Next.js, Hono, and Supabase.
- Shipped launch-critical web, mobile, dashboard, API, and reporting capabilities, including report-builder/downloadable-PDF functionality for a client product launched to 27 pre-order customers; worked directly with all eight client teams, adapting to established stacks or selecting React/React Router, Next.js, Expo, Supabase, and Vercel architectures.

Lead Software Engineer — June 2022 - October 2024

Swerv Ltd

- Owned Swerv's engineering end to end as the primary engineer: system architecture, database design, Go/NestJS services, web/Flutter apps, partner APIs, AWS infrastructure, GitHub Actions CI/CD, and production incident response.
- Engineered payment and double-entry ledger systems that processed approximately 2-5M cumulative transactions totaling about NGN 5B and supported 10K+ wallets/accounts/cards; rebuilt the Flutter consumer app, which reached approximately 100K combined iOS/Android downloads.
- Designed APIs used by nearly 20 SMB/startup/fintech partners, typically supporting integrations to production in about one week, and built signed webhook delivery with retries, idempotency, dead-letter handling, logs/replay, plus asynchronous provider and KYC workflows.

Mobile Engineer (Flutter), Contract **December 2021 - October 2023**
Timart Business Solutions Ltd

- Rebuilt major areas of a production Flutter business-management app covering dashboard, sales, inventory, and receipts, improving mobile workflows used by merchants to run day-to-day operations.
- Strengthened offline-first GraphQL synchronization with local persistence, WebSocket updates, and queued changes, allowing stores with thousands of records to continue operating through unreliable connectivity and synchronize when online.
- Diagnosed production issues with Firebase Crashlytics and direct customer observation, including onsite reproduction at a merchant shop; shipped minor fixes roughly weekly and larger UI/feature updates about monthly through TestFlight.

Frontend Engineer, Contract **January 2022 - March 2022**
FoodNow Chain

- Built production frontend flows for a restaurant marketplace using Next.js and Tailwind CSS, covering authentication, customer ordering, cart, checkout, and restaurant dashboard experiences.
- Implemented polling-based order tracking, Google Maps functionality, reusable components, and mobile-responsive layouts across the ordering journey.
- Worked directly with the designer and CEO to translate product requirements into shipped interfaces, refine checkout and responsiveness, and bring complex map and ordering interactions into production.

WordPress Developer Intern **July 2020 - September 2021**
JDLab

- Supported delivery and maintenance of client WordPress sites, contributing UI, content, and integration changes under the engineering team's guidance.
- Worked directly with clients to capture site issues and requirements, reproduce problems, and translate them into actionable fixes for the development team.
- Assisted with performance, SEO, and usability improvements while building early experience in client-facing software delivery and production support.

SELECTED OPEN SOURCE

PGStream | Go, MySQL, PostgreSQL | GitHub

Built a resumable MySQL-to-PostgreSQL migration CLI with bounded-memory COPY, keyset checkpoints, schema conversion, and validation; documented an 83-table / 8.54M-row network migration in 10m 8s and reduced a ~1.6M-row benchmark from 90.9s to 49.4s.

S3ase | Go, React, PostgreSQL, Redis, Asynq, S3 | GitHub

Built a full-stack file-management service with an API/dashboard for S3-compatible storage, resumable uploads, scoped API keys, webhook delivery with retries, background processing, custom domains, and usage tracking.

Mosaic | Go, TanStack Start, Flutter, SwiftUI, Jetpack Compose | GitHub

Building a local-first app-monetization platform around a shared protocol, web Studio, Go API, and native Flutter, SwiftUI, and Jetpack Compose SDK/rendering clients.

EDUCATION

Federal University of Technology, Minna **2025**

B.Tech, Computer Science - Second Class Upper Honours