

MOSTAFA MOHAMED MOSTAFA TAHA

Suez, Egypt | businessmostafa13@gmail.com | [Portfolio](#) | [GitHub](#) | [LinkedIn](#)

SUMMARY

Software Engineer specializing in backend development, scalable microservices, and API engineering. Experienced in delivering high-concurrency applications, managing relational database workflows, and deploying production services. Proven record of driving technical execution, optimizing data processing pipelines, and delivering robust software solutions for 10+ enterprise clients.

EDUCATION

Shorouk Academy

Bachelor of Science in Computer Science

Sep 2024 – Expected Jun 2028

Cairo, Egypt

PROFESSIONAL EXPERIENCE

Backend Team Lead

XR-Portal

Jun 2024 – Present

Suez, Egypt

- Led backend engineering operations and API service delivery across 5 core platforms, maintaining sub-second response times under peak production workloads.
- Streamlined deployment processes and CI/CD workflows, cutting release cycle times by 50% while maintaining continuous uptime during updates.
- Managed data infrastructure and system monitoring protocols, achieving 99.5% uptime for core services utilized by 10+ enterprise clients.

Software Engineer

XR-Portal

Jan 2023 – Jun 2024

Suez, Egypt

- Built and delivered user-facing software features and management dashboards for digital catalog and product management systems serving 10+ enterprise clients.
- Engineered secure RESTful API endpoints handling thousands of daily requests to ensure reliable data delivery across web and mobile interfaces.
- Optimized data processing and payload delivery workflows, reducing client load times by 35% and improving overall application responsiveness.

Freelance Software & Mobile Developer

Self-Employed

Jan 2022 – Oct 2024

Remote

- Delivered end-to-end development for 8+ custom applications and real-time multiplayer games using Unity (Mirror, PlayFab) and Flutter with clean architecture principles.
- Integrated server-side payment webhooks and localized payment gateways (Paymob, Whop), supporting multi-currency subscription processing for 2,000+ active users.
- Optimized client-server state replication using custom SyncVars and RPCs, maintaining crash-free operational rates above 99% across diverse device specifications.

Technical Member & Organizer

Code Challenge Egypt

Jan 2024 – Present

Egypt

- Designed and reviewed problem-solving missions for the Python contest category to test student algorithmic thinking.
- Organized contest-day technical operations and managed participant flow for over 50+ competing students.
- Evaluated student code submissions and provided on-site technical support to ensure a smooth competition experience.

TECHNICAL SKILLS

Databases & Backend: PostgreSQL, RESTful APIs, Microservices, Node.js, Deno, Flask, Supabase, Firebase

Languages & Core: TypeScript, Python, JavaScript, Python, C#

Cloud & Infrastructure: Docker, Google Cloud Platform (GCP), Git, CI/CD Pipelines, System Design

Web & Mobile Frameworks: Next.js, React, Flutter

Graphics & Real-Time: Unity, Mirror Networking, PlayFab, Three.js, Extended Reality (XR/AR)

Spoken Languages: Arabic (Native), English (Advanced)

KEY PROJECTS

- GLB to USDZ Microservice Converter** | *Python, Flask, OpenUSD, Docker, GCP* Feb 2025
- Engineered a containerized microservice wrapping Pixar's OpenUSD to convert 3D GLB models to USDZ format, featuring automated Draco decompression, normal map color space fixes, and ARKit compliance validation.
- Real-Time Multiplayer Card Game Hub** | *Unity, C#, Mirror, PlayFab, UGS* June 2024
- Architected real-time client-server game state replication using Mirror SyncVars/RPCs, integrating PlayFab cloud services for player authentication, global leaderboards, and on-demand dedicated server allocation.
- High-Performance Discord Audio Streaming Engine** | *Node.js, TypeScript, Discord.js, FFmpeg* Mar 2025
- Built a high-concurrency voice streaming engine supporting 238+ reciters worldwide, spawning native FFmpeg processes for direct OggOpus transcoding to reduce server CPU and bandwidth consumption by 50%.
- XR Portal & 3D Asset Dashboard** | *Next.js, Firebase, Google Cloud, Tailwind CSS* Feb 2025
- Developed a SaaS management dashboard and storefront platform enabling merchants to publish, track, and embed interactive 3D/AR product catalogs into external websites.
- Virtual Maquettes System** | *Augmented Reality, Unity, C#, Mobile* Dec 2024
- Developed an Augmented Reality presentation solution enabling enterprise clients to render, position, and stream dynamic 3D architectural models in real-time physical space.
- Academy Management System** | *Flutter, Dart, Mobile, REST APIs* Aug 2023
- Built a cross-platform educational platform featuring appointment scheduling, attendance tracking, quizzes, and course materials across multi-role admin/teacher/student access levels.
- Robocup Autonomous Maze Solver** | *Python, OpenCV, Arduino, Raspberry Pi* Apr 2025
- Implemented computer vision target identification and algorithmic pathfinding algorithms on embedded hardware for real-time autonomous maze navigation.