

Mohammed Farmaan

Software Engineer

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SUMMARY

I've spent the last four years building products at startups, starting as a frontend engineer and evolving into a full-stack engineer comfortable across the entire stack. I ship with intention. Code quality, developer experience, and user experience all matter. I've built real-time chat systems, financial platforms, Web3 applications, and cleaned up massive codebases. Each project has made me a better engineer. I don't just work on features. I work on products that users love.

SKILLS

LANGUAGES TypeScript, Python

FRAMEWORKS Next.js, React Router 7 (formerly Remix), Astro, Tauri, Electron

LIBRARIES React, React Native

SERVER Node, Bun, Cloudflare Workers (Durable Objects, KV, Crons, R2), Hono, Express

DATABASES PostgreSQL, MySQL, SQLite, MongoDB, Redis

WORK EXPERIENCE

Cashflowy - A financial AI Book Keeping Software

Jan 2026 - Mar 2026

Software Engineer

Lewes, Delaware, United States (Remote)

<https://cashflowy.ai>

- Fixed the frontend React codebase within the first two weeks of joining.
- Replaced all manual data fetching inside useEffect hooks with a fully OpenAPI-generated, type-safe React Query client using Hey API.
- Migrated from a broken ESLint setup to a fully functional Biome setup with stricter rules. The entire codebase now lints and formats under 2s.
- Fixed the broken typechecker and all the type errors in the app: 'tsc --noEmit' now returns zero type errors.
- Deleted over 4k unused LOC using Knip.

Warez Corp (formerly Soulbound TV)

Jun 2024 - Jan 2026

Software Engineer

Lewes, Delaware, United States (Remote)

soulbound.tv

- A live streaming platform for gamers that bridges Web2 and Web3 using React Router v7 Framework Mode (formerly Remix).
- Built the primary user-facing real-time chat for the platform that supports mentions, stickers, and message reactions using WebSockets paired with Cloudflare's Durable Objects for persistent storage.
- Added React Compiler to the app, which drastically improved performance by reducing the number of re-renders and eliminated the need for manual memoization.
- Took care of technical debt and deleted over 12k lines of code using Knip. I also wrote about it [here](#).

mojihealth.com

- A comprehensive, insurance-backed therapy marketplace platform built with modern technical stack.
- Built with fullstack Bun, React, Inngest, and Postgres.

purps.tv

- A Web3 perps live trading and competition platform built on Hyperliquid.

Klynk

Apr 2024 - Jun 2024

Software Engineer

Hyderabad, India (Onsite)

<https://www.klynk.in/>

- Worked on the primary React Native app that manages their smart appliances and fixed a significant number of bugs in a short period of time.
- Provided a detailed plan outlining why they should migrate from React Native CLI to Expo to improve the app's long-term performance, maintainability, and code quality.

WORK EXPERIENCE

Honc - India's Car Owners' App

Jun 2023 – Dec 2023

Frontend Engineer

Hyderabad, India (Onsite)

<https://honc.io>

- Mentored new interns while introducing the team to improved patterns and refining the frontend codebase for all mobile and web applications.
- Built an Instagram & LinkedIn-like comments section with features for mentioning users, replying to comments, and editing comments.
- Built a video caching solution to optimize video playback within the Honc App.

Zelp Soft Pvt. Ltd.

Oct 2021 - Feb 2023

Frontend Engineer

Hyderabad, India (Remote)

- Started my career here, focused on building UI with React and React Native.
- Designed modules, components, pages, worked with REST APIs, and implemented custom MapViews using Google Maps.

EDUCATION

Engineering Dropout

Dropped out to pursue software engineering full-time. Everything I know, I learned by building things and shipping code.

HOW I BUILD THINGS

I consider myself good with all things TypeScript. Whether it's writing client- or server-side code, building data-only APIs or crons, or stitching all of these together.

I also care deeply about the quality of what I build, from the codebase and developer experience to the user experience. Performance, loading times, and good UI feedback are all important to me, and I always try to build something I would want to use myself.

I'm also decent with relational and non-relational databases. I know these things matter less and less as LLMs progress, but I still believe a fundamental understanding of them is required to make the end result both effective and efficient.

WHAT I'D LIKE TO WORK ON NEXT

I enjoy building product applications and want to keep doing that, but I'd also love to work on agentic CLI tools, TypeScript SDKs, editor extensions, or developer tooling that improves how engineers work, especially around observability, logging, debugging, agents, sandboxes and understanding system behavior. I'm particularly interested in tools that reduce friction, and make the developer experience better.

WRITING

- [Working with LLMs: A 50/50 Effort](#) — LLMs aren't a silver bullet. You still have to steer them hard to get the right results.
- [Declutter Your JavaScript and TypeScript Projects](#) — Learn how to use Knip to find and eliminate unused code, files, and dependencies.
- [Simplifying Git: A Practical Guide for Everyday Use](#) — A practical guide to the most essential Git workflows.
- [Improving Performance of Async Operations in JavaScript](#) — Effectively improve performance by running async operations concurrently.