

Muhammad Ahsan

Senior FullStack Developer

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WORK EXPERIENCE

Senior FullStack Developer | Mentimeter, Stockholm, Sweden
April 2025 - Present

- Develop and maintain secure SSO, SAML, and social login flows for enterprise customers, using LLM-assisted development to speed up implementation and troubleshooting.
- Implement SCIM-based automated provisioning and de-provisioning with AI-supported workflows to reduce manual effort and improve reliability.
- Leverage LLMs, agentic workflows, MCP-based tooling, and RAG-powered knowledge retrieval for debugging, code generation, documentation, and faster access to internal standards and integration guides.
- Implemented LMS integrations using the LTI 1.3 protocol, enabling secure authentication, deep linking, and seamless interoperability with learning platforms such as Canvas, Moodle, and Blackboard.
- Actively contribute to backend and frontend practice forums, sharing ideas and helping improve AI workflows and cross-team development practices.
- Collaborate across teams to improve security, compliance, performance, reliability, and user experience.

Senior Developer | Ipsos Simstore, Stockholm, Sweden
August 2021 - March 2025

- Led migration of legacy infrastructure to AWS, improving scalability, maintainability, and operational efficiency while introducing serverless architecture patterns to the team.
- Built and maintained backend services with NestJS and GraphQL, while also contributing to React frontend development and delivering features and bug fixes across the stack.
- Established and managed CI/CD pipelines with GitHub Actions, and implemented unit and end-to-end testing to improve release reliability, development speed, and overall code quality.
- Drove architectural and infrastructure decisions in line with the business roadmap, including introducing microfrontend concepts to support team autonomy and future product scalability.
- Proactively improved engineering workflows and best practices, collaborated with product owners on quarterly and yearly planning, and provided mentorship and code reviews to support team growth and technical quality.

Software Engineer | NETENT, Stockholm, Sweden
May 2018 - July 2021

- Collaborated within a framework team focused on game compliance across multiple jurisdictions, while integrating requested features from game and business teams. Supported seamless integration of new games, maintained existing titles, resolved bugs, and implemented new features.
- Built an art-to-game validation pipeline that enabled artists to instantly verify assets in-game, reducing feedback and integration time from days to near instant.
- Pioneered the development of the world's first 3D WebVR game featuring the popular Gonzo character.

SUMMARY

With over a decade of experience, I find inspiration in the evolving worlds of code, gaming, and technology. I embrace AI-augmented development, using modern AI tools and LLM assistants to accelerate coding, explore architecture, automate repetitive tasks, and improve engineering productivity.

My focus on robust and scalable systems reflects a commitment to practicality and long-term maintainability. Combining strong engineering fundamentals with AI-assisted workflows and rapid prototyping, I build reliable, future-ready solutions while refining development processes.

I take ownership of the systems I work on, driving features from design to production while ensuring reliability, security, and maintainability. I mentor engineers and help guide technical decisions.

Within collaborative teams, I promote open communication and adoption of emerging technologies, including AI tools, agentic workflows, MCP-enabled tooling, and RAG-based knowledge retrieval for the engineering team's daily use.

SKILLS

- RAG
- GitHub Actions
- Nestjs
- GraphQL
- Next.js
- JavaScript
- AWS
- Terraform
- MYSQL
- Redis
- C#/.NET
- MCP
- Agentic Workflows
- React
- HTML5
- Python
- Typescript
- Kubernetes
- Docker
- MongoDB
- Ruby/ROR
- Unity

Senior Software Engineer | Caramel Tech Studios, Lahore, Pakistan

December 2014 - May 2018

- In this role, I focused on training new team members, facilitating cross-team communication to consolidate common functionalities for improved productivity, and developing high-quality features while providing code reviews for both junior colleagues and peers.
- Collaborated on projects involving outsourced games from EA, including Sims3 and Tetris, where I was instrumental in updating SDKs and resolving critical bugs to ensure seamless gameplay experiences.
- Led the development of a real-time match-3 game inspired by Candy Crush, utilizing the Photon engine to enable dynamic player battles. Spearheaded the implementation of matchmaking algorithms based on user statistics and game preferences, contributing significantly to the game's design and development.
- Additionally, I contributed to the development of a chat SDK (fizz.io) designed for Unity games, enabling easy integration within 15 minutes. This SDK facilitated real-time in-game communication enriched with emojis and supported the transmission of real-time events between users.

Senior Software Engineer | Technogrounds, Lahore, Pakistan

February 2014 - December 2014

- I played a key role in project success by bridging the gap between technical teams and stakeholders, aligning delivery with project goals, and shipping high-quality products to clients. Notably, I contributed to a project for Harvard Medical School, where we developed a real-time pain monitoring app that helped doctors track patient conditions, coordinate treatment, and maintain direct patient communication, contributing to a 90% satisfaction rate.
- Additionally, I contributed to projects for ESO Original, designing an internal communication system that streamlined collaboration and efficiency. Real-time notifications and advanced search filters optimized communication effectiveness, enhancing user experience.

Senior Software Engineer | Mobilezapp, Lahore, Pakistan

March 2013 - February 2014

- In this role, I provided crucial technical support to sales teams, ensuring client requirements aligned with project feasibility and that estimates accurately depicted project scope. Facilitating seamless communication between stakeholders and the tech team, I ensured the timely development of features and bug fixes.
- Notable projects include collaborations with NJEA (New Jersey Education Association), where we developed an interactive application to centralize news, events, and essential information for members.
- Additionally, for JUNOS Network, we crafted an engaging quiz-style app to aid in certification preparation, enhancing the learning experience.
- Furthermore, our collaboration with Salient Management Company involved transitioning their desktop dashboard to mobile applications, offering businesses convenient access to robust business analysis tools.

Senior Software Engineer | Virtism, Lahore, Pakistan

June 2012 - March 2013

- Mentored and trained new graduates through a structured study pack covering version control, coding best practices, and core industry workflows.
- Led development of a cross-platform dating app and the Android game Rick Pace, working closely with art and game design teams from concept to delivery.

Senior Software Engineer | Dena, Japan (Game View Studios, Pakistan), Lahore, Pakistan

April 2011 - June 2012

- Supported the success of Tap Fish, a multi-million revenue-generating game, by contributing to feature and bug-fix estimation, implementation planning, and close collaboration with the core server team to synchronize cross-game data, especially around social features that improved user engagement and gameplay experience.
- Spearheaded development of an internal testing library for automated test case creation, including a comprehensive smoke test suite that improved quality assurance and helped maintain release stability.

EDUCATION

BS Computer Science from National University of Computer & Emerging Sciences (FAST-NU), Lahore Pakistan.

DEGREE EARNED

2006 -2010