

Mohammad Moghadam Mahari

Frontend & React Native Developer

AI-Assisted Software Development

Frontend developer with hands-on experience building web interfaces and mobile applications, focused on React and React Native.

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Iran
Based in

Summary

My software development career began with the Housh Bartar gamification project, followed by work on the Shenasar identity verification platform, data analytics websites, and other React-based software products.

I currently work with React and React Native. Alongside web products, I have redeveloped approximately seven legacy Android applications that were originally built with Kotlin. I am also involved in developing Ketabika and its dedicated book reader.

I use AI tools in the development workflow to move faster, review code, solve problems, and improve day-to-day work. A background in graphic design, multimedia, and UI/UX helps me pay attention to usability and visual detail.

Experience

Pars Novin | Frontend & React Native Developer

1402 – Present | Remote

- Develop and improve interfaces for software products and websites related to Rubika services
- Build interfaces with React and integrate REST APIs
- Redevelop approximately seven legacy Android applications, originally written in Kotlin, with React Native
- Contribute to product development and fit the interface to the needs of each project
- Use AI tools while coding, reviewing code, and fixing bugs

Cato Analytics | Frontend Developer

1401 – 1402 | Remote

- Developed the interface of sharedataset, a data analytics website, with React JS
- Implemented interface sections and worked with APIs
- Paid attention to structure and usability in how data and analysis tools are presented

Central Designers House | Game & Gamification Developer

1397 – 1402 | Remote

- Developed the Housh Bartar gamification games for a television competition on Nasim network
- Contributed across four seasons of the show
- Built interactive games with JavaScript
- Redesigned and moved the web versions to React
- Improved user experience and in-game interactions

Andisheh Rayan Bita | Product Designer & Web Developer

Mehr 1400 – Aban 1400 | Remote

- Designed the experience and interface of Shenasar, an identity verification platform
- Implemented pages and features with HTML, CSS, and JavaScript
- Worked on user flows and information validation

Roxan | Multimedia Content Creator

1393 – 1399 | Remote

- Designed and produced multimedia for medical conferences and congresses

- Contributed to 14 national and international medical events
- Prepared visual material matched to each event

Parand Engineering | Designer & Illustrator

1390 – 1399 | Full-time

- Designed and illustrated educational concepts
- Produced visual content and educational animation
- Designed and produced more than 40 training courses
- Used graphic and multimedia tools to explain complex ideas

Projects

In progress

Ketabika

Contributing to Ketabika and its dedicated book reader, including the digital reading experience.

reader.ketabika.com ketabika.com

React Native

Android apps rebuilt with React Native

Redeveloped about seven legacy Android applications that had been written in Kotlin. Interfaces and features were rebuilt in React Native, with attention to continuity with the previous versions.

React · REST

Rubika-related software

Pars Novin, 1402 – present. Interface work for related products and websites, using React and REST APIs.

React JS

sharedataset

Cato Analytics, 1401 – 1402. Frontend for a data analytics website, built with React JS.

UI/UX · JavaScript

Shenasar

Andisheh Rayan Bita, 1400. UI/UX and page implementation for an identity verification platform.

JavaScript · React

Housh Bartar gamification

Central Designers House, 1397 – 1402. Interactive JavaScript games for four seasons of a television competition, later redesigned for the web with React.

WordPress

WordPress websites

A selection of WordPress sites I have built or developed.

IUSNews · Behdasht News · Isar News · Mehrsa Invest

Multimedia

Multimedia projects

Visual and media production for 14 medical congresses with Roxan, and more than 40 educational courses at Parand Engineering.

Skills

Frontend and web

HTML5 and CSS3 · JavaScript · React JS and React Hooks · React Native · Next.js · jQuery · Redux and React Router · Axios and RESTful APIs · Bootstrap and Tailwind CSS · WordPress

Software development and tools

Git and GitHub · Node.js · Familiarity with Kotlin and Android project structure · Jira and Trello

AI-assisted development

UI/UX and graphic design

Figma and Adobe XD

Adobe Illustrator

Adobe Photoshop

Multimedia

Adobe Animate

Adobe After Effects

Camtasia

Adobe Audition

Education

- Electrical engineering, power systems

English

- Reading technical and educational material: good
- Conversation in professional and technical settings: workable
- Formal and specialist writing: still improving

Let’s talk

Open to a project, remote collaboration, or a conversation about a product.