

Mohammad Al-Ahdal

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Results driven and detail-oriented Software Engineer with expertise in professional websites and web apps development. Delivering best-in-class software solutions to various clientele across the board, from finance firms to your local mom-and-pop shops.

Experience

Intermediate Software Engineer | DigitalHistory – KnowHistory | Calgary, AB
December 2022 – Present

- Individually spearheaded software development efforts for key clientele such as Digital Museums Canada, Diefenbunker, and The Sault Ste. Marie Heritage Centre.
- Collaboratively worked on larger teams to maintain and redevelop legacy code for various administrative systems for the Métis Nation of Ontario, the Métis Nation of Alberta, and the Métis Nation of British Columbia.
- Took lead on modernizing technologies used for an administrative website for a client based in Nunavut.

Programmer Analyst, SD&D | DevFacto Technologies | Edmonton, AB
January 2020 – May 2022

- Implemented rich, new functionality to the myASEBP Mobile App including new drug search capabilities, new benefit claims views, new myFamily screens, and Light Mode/Dark Mode themes.
- Created and worked on various internal only projects and tools that help automate various tasks and free up time for other employees.

Software Development Co-Op | Intuit | Edmonton, AB
January 2019 – December 2019

- Improved functionality of QuickBooks Online as a Full Stack Developer including adding a major feature with a small team for the New Expenses Workflow.
- Developed crucial features such as expanding rows and virtual scrolling for the Intuit Design Systems Data Table component that is used globally across all major Intuit product offerings.
- Implemented hundreds of exhaustive unit tests to bring test coverage for various code bases up to standard.

Personal Projects and Open Source Contributions

- clackr | Initial deep dive into custom keyboard development from scratch | KiCad, ZMK, C
- five daily | Islamic Prayer Tracker App for macOS | Rust, Tauri, Vite, TailwindCSS
- JankyBorders | macOS active-window border highlighter (contributor) | C
- VxlEngine | WebGPU RayTracer Game Engine | Rust, Tauri, Vite, TailwindCSS, WebGPU, (initial exploration in Vulkan SDKs)

Education

Starting a Bachelors in Computer Information Systems | Mount Royal University
September of 2025 | Part Time | **3.7 GPA**

Skills

- Front End Software Development
- Database Design and Object Relational Models
- Back End Service Design and Development
- Azure DevOps and AWS Management
- GitHub CI/CD and Autonomous Workflows
- Code Infrastructure Professional