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# ADHAM ELDEEB

Co-Founder & TechLead at SciENFT

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As the Co-Founder & Technical Lead at [SciENFT](#), I am leading the development of a cutting-edge WEB3 platform for the scientific community. My expertise in large distributed systems has allowed me to develop, test, monitor, and deploy them efficiently in a Linux-based environment using a range of programming languages, including Ruby, Golang, and JavaScript. On the frontend, I have experience with various technologies such as SvelteJS, QwikJS, VueJS, and AstroJS. I'm deeply committed to building innovative products that address real-world challenges.

## WORK EXPERIENCE

### SCIENFT

Co-Founder & TechLead | Nov 2021 - Current

As a Co-Founder & Technical Lead at SciENFT, I am leading the development of a cutting-edge WEB3 platform for the scientific community.

### UGU

TechLead | September 2021 - December 2021

I worked as a Technical Lead at UGU, I was responsible for designing and developing new features and leading a distributed team across multiple regions.

### ELVES

Sr. Software Engineer | March 2018 - August 2020

Elves is an online personal assistant chatBot, I worked with a talented team in a fun and fast-paced environment, I introduced the (CQRS Design Pattern) to the codebase, and it helped us to build a highly scalable and maintainable codebase.

### ZYDA

Sr. Software Engineer | Aug 2020 - Jul 2021

Zyda is an online ordering platform for restaurants, I worked as a Sr. Software Engineer in the backend team, I introduced the (Command Design Pattern) to the codebase, and we used it to build one of our most important features, the payment gateway.

### EVENTTUS

Software Engineer | Jan 2017 - Feb 2018

Eventtus is an event management platform, I am glad that I worked with such a talented team, I learned a lot from them, I worked on the backend team using Ruby on Rails, but I also worked on the frontend building a new service using ReactJS it was my first time working with ReactJS and I loved it.

### INSTABUG

Software Engineer | Jun 2016 - Dec 2016

Instabug is a mobile bug reporting and in-app feedback platform, I worked with a highly talented team as a Backend Engineer, I learned a lot about how it's like to work in a unicorn startup with a fast-paced and challenging environment.

## EDUCATION

### HIGHER TECHNOLOGICAL INSTITUTE

Bachelor's, Computer Science | 2010 - 2014

## SKILLS

Ruby Golan TypeScript Svelte SQL DevOps Rust