Abdul Hanan Mohil

Software Engineer, Frontend Platform

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SUMMARY

Software Engineer on the Frontend Platform team at Motive, with about three years of experience building web apps. I work on the things other engineers build on top of: shared libraries, the design system, and how the app gets split up and shipped. I like platform work because one good fix helps every team at once.

EXPERIENCE

Motive · Software Engineer, Frontend Platform — Feb 2025 – Present · San Francisco (Remote)

Micro-Frontend Migration

Built the POC · Co-led first rollout · Q3 2026 – Present

- Built the Module Federation proof of concept that split the first feature area out of Motive's big Angular app: 9× faster PR checks and 10× faster deploys. Solved sharing single instances of Angular CDK and core services across apps, and versioning the shared libraries.
- Moved 25+ modules and services (logging, monitoring, sessions, feature flags, formatters) into shared libraries with strict boundaries, and wrote the migration checklist every team now follows.
- Built AI agent skills that map a module's dependencies, decide where each import should live, and rewrite import paths automatically, so teams can move code out with much less risk.
- Co-led moving AI Vision, the first product area, into production as a remote app loaded at runtime, with no performance regression across 6 locales and 3 regions.
- Now working on letting each pod release on its own, and keeping shared singletons in sync between the shell app and every remote app.

Localization Platform

Built & owned the formatting engine

- Built the shared formatting engine and Angular pipes for dates, times, numbers, and currency on top of the browser's Intl API and CLDR data: 6 languages, 26+ locales, adopted by 10+ teams. Helped launch Motive in the UK, EU, and Mexico.
- Designed a safe migration path: each formatter falls back to the old output behind a Statsig flag, so teams could switch screen by screen without breaking anything. No hardcoded US formats left.
- Wrote the test suite that protected the rollout, covering currency, percentages, date patterns, and locale tags across German, French, Polish, US, and UK English.
- Contributed to the cross-platform program (Web, iOS, Android, Backend) that also set up LLM-based translation to scale to 20+ languages.

Design System & UI Quality

Core contributor

- Built 20+ components, including a 6-component file upload kit (direct-to-S3 uploads, progress, validation, bulk upload, gallery preview) that replaced one-off upload screens across the app.
- Wrote a custom Angular CDK virtual scroll strategy for variable-height dropdown items, which unblocked the team and kept lists of thousands of items fast.
- Set up Playwright visual regression testing for 10+ components and rolled the practice out across the frontend team.
- Built a scanner that finds design system violations (off-system fonts, hardcoded colors, custom icons) and highlights them on the page, so QA and Design can spot drift early.
- Improved 15+ components for accessibility and usability: keyboard navigation, tooltips on truncated text, mobile layouts, and new variants.

Also at Motive

- Built and launched OmniSearch, now the main search and filter tool across the dashboard.
- Built scripts and Claude Code skills that automate large refactors, like swapping old formatters and fixing unit tests.
- Created a one-click setup that lets Product, QA, and Design use Claude Code to ship small UI changes themselves.

Texagon · Software Engineer — Oct 2024 – Jan 2025 · Lahore, Pakistan

- Built the backend for a multi-tenant chatbot platform in Node.js and TypeScript on Supabase, with a schema that kept each client's data separate.
- Built the pipeline that turned text, images, and video into embeddings, so the chatbots could answer from a client's own content.
- Built the APIs and session handling that let clients drop an AI agent into their own websites.

Lunivate · Software Engineer (Contract) — Jul 2024 – Oct 2024 · Austin, TX (Remote)

- Built a marketplace that matched therapists with staffing agencies, with a dashboard that showed agencies how their listings were doing.
- Set up an n8n flow that read incoming request emails and created jobs automatically.
- Built the mobile app in Flutter.

Metadots · Associate Software Engineer — Dec 2023 – Jul 2024 · Lahore, Pakistan

- Built a repair-service marketplace with payments and a request flow that sent jobs to nearby technicians, plus home pickup and on-site repair options.
- Built an onboarding assistant and a medical chatbot with LangChain, Pinecone, and OpenAI, so users could ask about their account in plain English.

SIDE PROJECTS

- **ChatBuddy** · React, TypeScript, Node.js, LangChain. Lets people train AI chatbots on their own docs and content using RAG.
- **WorkOnIt** · Node.js, OpenAI. Lets specialized AI agents work together to finish multi-step tasks.

SKILLS

Frontend: TypeScript, Angular, RxJS, React, JavaScript, HTML, SCSS, Tailwind CSS, Webpack Module Federation

Testing: Playwright, Jest, Storybook, Visual Regression Testing

Backend: Node.js, NestJS, PostgreSQL, Supabase

AI tooling: Claude Code, Cursor, Atlassian MCP, Figma MCP, LangChain, Pinecone, RAG, Multi-Agent Systems

Other: Git, Statsig, Datadog RUM, AWS S3, Azure, Railway

EDUCATION & CERTIFICATIONS

B.S. Computer Science, University of the Punjab — July 2024

- Meta Front-End Developer Specialization (Coursera)
- Supervised Machine Learning, Stanford / DeepLearning.AI