

Mohammed Alkebsi

dev.mkebsi@gmail.com↗

Frontend & 3D Engineer

Remote (UTC+3)

[Email](#) | [GitHub](#) | [Portfolio](#) | [LinkedIn](#)

Frontend engineer focused on performance-critical web applications and real-time 3D systems, designing and optimizing scalable architectures, rendering pipelines, and production-ready UI infrastructures.

Experience

That Open Company – Frontend Engineer | Feb-Aug 2025

- Designed and implemented a cohesive animation system across ~25 LitElement-based UI components using CSS and the Web Animations API, maintaining zero bundle size increase and full integration within an existing production codebase.
- Led the mobile responsiveness overhaul, ensuring reliable touch interactions and layout consistency across devices while preserving desktop behavior and architectural integrity.

“Proactive and sharp engineer who took ownership and delivered consistently without supervision.” – Antonio González Viegas – Co-Founder at That Open Company

Stream Chat A.I. – 3D Engineer | Oct-Nov 2024

- Engineered custom shader-based “rarity” effects for a hybrid DOM/WebGL card system, correctly compositing layered PNG textures while maintaining real-time interactive performance.

“Exceptional technical expertise in Three.js and JavaScript, consistently resolving complex issues with professionalism.” – Dan Ives – Co-Founder at Stream Chat A.I.

Oreizon – Frontend & 3D Engineer | Jun-Aug 2024

- Architected an automated web-based 3D optimization pipeline for user-uploaded models, eliminating manual preprocessing workflows.
- Reduced file sizes by ~98% and vertex counts by ~80% without visible deformation.
- Improved rendering performance from ~30–45 FPS to stable 53–60 FPS by revamping LOD and lighting systems.
- Expanded supported formats and integrated meshoptimizer.js for backend geometry optimization.

“His problem-solving and JavaScript/Three.js expertise resulted in impressive optimization solutions delivered with strong communication and reliability.” – Nawfal EL Mkadmi – Founder & CEO at Oreizon

Education

University of Helsinki – Modern Full Stack Web Development | Jan 2023 – Mar 2025

Full Stack Open curriculum covering TypeScript, React, Node.js, CI/CD, automated testing, and scalable web architecture design.

Harvard University – Computer Science (CS50x) | Mar - May 2022

Foundational computer science, algorithms, and systems programming.

Technical Expertise

Javascript, Typescript, Three.js, WebGL, WebGPU, GLSL, TSL, HTML/CSS, Node.js, React, Astro, GSAP, Git, CI/CD