

KNOWLEDGE & SKILLS

Areas of Focus: mobile applications, clean architecture, software development practices, scrum

OS: macOS, Linux and Windows

Programming Skills: Java, Kotlin, Swift, Objective-C, Python, JavaScript, Ruby, PHP

Platforms & Frameworks: Android, iOS, Flutter, React Native, NodeJS, AngularJS, Cordova, PhoneGap, Spring, Hibernate, Ruby on Rails

Tools: Android Studio, Xcode, IntelliJ, eclipse, Git, Jenkins, Travis, Fastlane, appium, Docker, mongoDB, Sketch, Illustrator, Photoshop

Other Areas of Interest: startups, UX, automation, machine learning, AI, cloud, security, big data

PROFESSIONAL EXPERIENCE

Crossover (Remote) - Since May 2017 Android Software Architect

Responsible for Android/iOS pipelines quality: designing the hands-on challenges for mobile candidates, automating the hands-on grading process, creating Subject Matter tests (MCQs), generating lots of reports to ensure the quality metrics, authoring algorithm code problems, and finally, interviewing the shortlisted candidates for Marketplace hiring.

Aurea via Crossover (Remote) - May 2015 until May 2017 [2 years] Mobile Software Engineer

I was responsible for maintaining both Android/iOS mobile applications for MessageOne (acquired by Aurea), increase their business code coverage, develop their UI automation tests using appium framework, setup their Jenkins CI environments, and integrate Jenkins CI jobs with AWS Device Farm service to ensure they are executed as part of the production release pipeline. There were basically 2 applications:

- AMS Email Android, iOS (hybrid) Brings robust email management and crisis communication capabilities that expand Aurea's Customer Experience solutions.
- Aurea AlertFind Android, iOS Instantly send/receive crucial info on any device to protect employees during a crisis, as well as when systems go down which will auto-escalate until the issue is resolved.

Startappz (UAE, Jordan, Egypt) - Sep 2012 until Oct 2016 [4 years, 1 month] Android Application Team Lead (on-site and remotely) Sr. Android Application Developer

In Startappz, I started as a senior Android developer and later I lead the Android team and was responsible for choosing the best technology stacks and setting up code conventions and team practices. Some of the most interesting projects I took part:

- Virgin Mobile UAE Android (10 months) The next generation of telecom self-care mobile client for Virgin MENA.
- Virgin Mobile Saudi Android (1year, 5 months) An app that lets the customers manage their Virgin SA account where and when they want.
- **SABB Staff** Internal Android App (6 months) An internal social communication network app for SABB (HSBC) Saudi.
- Haddaf Android (1 year, 6 months) Haddaf is a leading application for football fans in Arabia.
- Vanilla Shop Android (6 months) A full eCommerce platform to provide customers the ability to order online and get their luxurious brands home.

Telecomax Group (Egypt) - Jan 2010 until Sep 2012 [2 years, 9 months] Mobile Application Developer

In Telecomax, I was hired primary as a Java developer for telecom VAS products but I then chosen as the main mobile developer using J2ME for old featured and Symbian based handheld devices, and then transferred to Android and iOS based smartphones and was responsible for setting up the new mobile development team. A few examples from the multiple projects developed:

• Vodafone Literacy App - Android, iOS, and J2ME (4 months)

Vodafone Egypt Foundation launched a national initiative to eradicate illiteracy, has been designed and developed to enable learners to practice their newly acquired literacy skills in an interactive way.

EDUCATION

B.Sc., Faculty of Science AIN SHAMS UNIVERSITY (2004-2008)

ESSAY GRADE: EXCELLENT GRADUATION PROJECT GRADE: EXCELLENT

CERTIFICATES

ORACLE CERTIFIED PROFESSIONAL JAVA PROGRAMMER (OCPJP 310-065)

Tools & Frameworks





Android Studio

Xcode

Jenkins







appium

AWS Device Farm

docker arm





Java 8

Swift





Kotlin



fastlane

IntelliJ

eclipse







GIT

Gradle

Angular





ReactiveX

mongoDB

Sketch