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As a mobile application developer, I am committed to designing and developing user-centric, high-quality products. I am constantly working to enhance my skills and stay current with the latest advancements. My passion for learning and development allows me to provide exceptional mobile application solutions.

Experiences

- **Freelancer, Mobile Apps (Native Android & Flutter), Upwork (Dec 2022 - Present)**
 - Executed 1 contract involving the development of 4 mobile applications, receiving a 5-star rating from the client.
- **Intern, Orange Digital Center (Nov 2022 - Present)**
 - Undergoing training in mobile development.
 - Collaborating with software teams to publish useful apps in 3 months.
- **Trainee, Orange Digital Center (Sept 2022)**
 - Completed advanced Flutter training
 - Created ODC app that ranked first among workshop attendees.
- **Trainee, Faculty of Computers and Information Sciences - Ain Shams University (Aug 2022)**
 - Architected a notes application using Java, SQLite, MVVM, and Navigation Component.
 - Provided mentorship to 3 colleagues with latest Android technologies.
- **Trainee, Information Technology Institute (ITI) (Feb - Mar 2022)**
 - Completed 5 courses in Android development and deployed a To-do application.
- **Intern, The Sparks Foundation (Feb - Mar 2022)**
 - Coded a personal details app integrating Facebook and Google login APIs and reviewed the work of over 10 peers.

Education

- **Junior Computer Science B.Sc. (3.26 CGPA), Faculty of Computers and Information Sciences - Ain Shams University. (2020 - 2024) (Expected)**
 - **Accomplishments:**
 - Received the "Best Project" certificate for a Flutter training project in the mid-year of 2022.
 - Placed in the "Top 5" for the Structured Programming contest.
- **Advanced Android Nanodegree, Udacity (2022)**
 - **Accomplishments:**
 - Acquired knowledge of the latest technologies such as Data & View Binding, Clean Architecture, Design principles (Motion layout, Canvas custom views, and Property Animation) Google maps, and Testing from Google's experts.
 - Structured and submitted 12+ projects for review by Udacity.
 - Learned about source control, Agile methodologies, and freelancing.

Extracurricular Activities

- **Android Committee Vice-Head**
 - **Organization:** MSP-Tech Club -ASU, Cairo.
 - **Duration:** 2022-Oct – Current.
 - **Responsibilities:**
 - Instructing Android topics to newcomers over a 9 months season.
 - Interviewed over 50 applicants and chose 10 special members to create a team.
- **Science & Tech Vice-Head**
 - **Organization:** Open-Source Community -ASU, Cairo.
 - **Duration:** 2022-Oct – Current.
 - **Responsibilities:**
 - Instructing core computer science topics to over 25 members.
 - Participating in hackathons & competitions in the name of OSC -2 so far.
 - Organizing 3 workshops over the season for colleagues.
- **Android Committee member**
 - **Organization:** MSP-Tech Club -ASU, Cairo.
 - **Duration:** 2021-Sept – 2022-Oct.
 - **Responsibilities:**
 - Delivered 12+ tasks and 5 projects.
 - Shaped a comprehensive project including 5 Jetpack components.
 - Improved soft skills by lecturing and practice over 4 sessions.

Skills:

- Proficient in **Java, Kotlin, Dart, Python**, and **C/C++**.
- Strong understanding and experience in **OOP** principles and practices, as demonstrated by an **A+** grade in college curriculum and reading "**Head-First OOAD**"
- Strong experience in **Singleton, Adapter, Factory, Builder**, and **Abstract** design patterns.
- Proficient in **MVC, MVP**, and **MVVM**, with experience in designing **scalable** code **architecture**.
- Proficient in **JUnit, Mockito, Espresso, unit, instrumented**, and **black box testing**.
- Proficient in using **Github**, with experience in **branching, merging**, and **collaboration**.
- Strong experience in working with **RESTful APIs** using **Retrofit, Dio**, and **Postman**.
- Strong experience in designing **responsive user-friendly** mobile applications.
- Familiar with web technologies such as **XML, JSON, HTML** and **parsing** them efficiently
- Strong experience in implementing **local storage** solutions such as **SQLite, SQFLite & RoomDB**.
- Strong experience in **utilizing Coroutines** for **threading** and **performance optimization**, able to identify and solve performance **bottlenecks**.
- Experienced in **Flutter** framework, with the ability to create **performant cross-platform apps**.
- Familiar with the full software **development lifecycle** from requirements gathering to deployment, with experience in **Agile** development methodologies.
- Familiar with working with relational databases such as **Oracle** and **SQL**, with the ability to design and implement **efficient data models** and perform **data manipulation**.

Projects:

- **Carbon:**
 - Android chat application written in **Java** and **Kotlin**, integrating **Firebase, design patterns**, and **architecture patterns (MVC and MVVM)**.
 - The application mimics **WhatsApp's** most important features such as **video calls, stories, one-to-one chat, login, RTC** connection, and **phone verification**. made for college Data Structure curriculum.
- **Cocoon:**
 - Flutter-based mobile application created for **Orange Digital Center** as a **learning tool**.
 - Utilized technologies such as **Dio, Clean Architecture (MVVM), SQFLite**, and **Notifications**.
 - Collaborated with software teams to deliver based on **UI/UX** study while **passing testing scenarios**.
 - The application is planned for publication on both **App Store** and **Google Play Store**.
- **Location Reminder:**
 - A location-based reminder Android application developed using **Kotlin, RoomDB, MVVM, Firebase, Notifications, Navigation Component**, and **Google Material Design**.
 - Allows users to sign in with **Firebase UI** and displays reminders based on location using **Google maps**.
- **Loading Status:**
 - A single-activity application that utilizes **Kotlin, MVVM, Retrofit, Custom Views, Canvas, Motion Layout, property animations** and **Google Material Design**.
 - Displays notifications with download progress and a details activity with download details.
- **ODC:**
 - Flutter-based application developed in one week for Orange Digital Center
 - Coded in **Dart, Flutter, SQFLite, DIO, MediaQuery**, and **Cubit Bloc** Management. The application displays data from Orange's backend and allows users to store notes in a local database.
- **USB X/O:**
 - Demonstrates the **ability to transfer and listen to live data over USB connections**.
 - Allows players to connect their devices via **USB** and play the game in **real-time**, utilizing the full capabilities of the USB connection.
 - Shows my ability to work with USB connections real-time live data transfer.

Volunteering

- **Computer Science Department Administrator**
 - **Organization:** Faculty of Computers and Information Sciences - Ain Shams University.
 - **Duration:** 2022-Oct – Current.
 - **Responsibilities:**
 - Advising CS students and providing support to help them succeed.
 - Communicating and relaying feedback between students and professors to ensure that the needs of both parties are met.
 - Keeping students informed by posting relevant materials and announcements from professors.
- **Registration Team Member**
 - **Organization:** Ain Shams University Career Center
 - **Duration:** 2022-Feb – current.
 - **Responsibilities:**
 - Registering and signing in attendees at 3 ASU Career Center events.
 - Collaborating with other teams to successfully plan and execute a large-scale employment fair with over 15,000 attendees.