Yousef Elkammar

I'm a Mobile Applications developer who loves building well architected applications. I'd love to combine my passion for learning and working with my software development skills to continue building personalized products for people.

Education

Junior Computer Science B.Sc. (3.26 GPA) 2020-10 - Current

Faculty of Computers and Information Sciences - Ain Shams University.

- Awarded Best Project certificate for 22' midyear Flutter training.
- Awarded best project (top 5) for Structured Programming contest.

Advanced Android Nanodegree.

2022-Aug - 2022-Oct.

Udacity.

- I Learned latest technologies by Google's experts such as Data & View Binding, Clean Architecture, Design principles (Motion layout, Canvas custom views and Property Animation) Google maps and Testing.
- Delivered 12+ **projects** to be reviewed by Udacity.
- Learned Source Control, Agile and freelancing.

Extracurricular Activities.

Android Committee Vice-Head.

2022-Oct – Current.

MSP-Tech Club -ASU, Cairo.

- Responsible for 25+ members and team leaders.
- Responsible to help, mentor and interview newcomers.

Android Committee member.

2021-Sept – 2022-Oct.

MSP-Tech Club -ASU, Cairo.

- Delivered 12+ tasks and 5 projects.
- Made comprehensive project that included all what we learned.
- Improved soft skills by lecturing and practice.

Mobile Development Trainee.

2022-Sept - 2022-Sept.

Orange Digital Center, AUC-Cairo.

- Learned Flutter advanced topics at one week.
- Delivered ODC's learning application.
- Ranked first among workshop 30+ of attendees.

Android Mobile Development Trainee.

2022-Aug - 2022-Aug

Faculty of Computers and Information Sciences, Ain Shams University.

- Collaborated with 2 colleagues to develop notes application.
- Practiced Java, SQLite, MVVM & Navigation component.
- Mentored colleagues to make them comfortable in Android development technologies.

Android Mobile Development Trainee.

2022-Feb - 2022-Mar

Information Technology Institute (ITI).

- Learnt Android development by ITI's experts through 5 courses.
- Developed my first application (Todoist) meeting ITI's requirements.

Android Mobile Development Intern.

2022-Feb - 2022-Mar

The Sparks Foundation, Remote

- Delivered a personal details app integrating Facebook and Google login.
- Reviewed more than 10 peers' tasks.

Contact

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LinkedIn

https://www.linkedin.com/in/yousefelkammar-b88a36220/

Github

https://github.com/RedBiscuits/

Skills

Proficient in:

Java, Kotlin, Python and C/C++.

OOP.

Scored **A+** at college's curriculum. Read **Head First OOAD**.

Design Patterns.

Singleton, **Adapter**, **Factory**, **Builder** and **Abstract**.

Architecture Patterns MVC, MVP and MVVM.

Testing

JUnit, Mockito, Espresso.

Familiar with **unit**, **Instrumented** and **black box** testing

Source Control.

Github

REST APIs.

Using Retrofit, Dio and Postman.

Android app design.

Designing apps that **matches all screens** with latest **material design** widgets.

Familiar with XML, JSON and HTML.

Local Storage.

SQLite, SQFlite, RoomDB and Caching.

Threading and performance tuning. Coroutines.

Flutter.

With Dart.

Software Development Lifecycle.

Relational Databases.

Oracle and SQL.

Research and analysis.

Projects

Location Reminder

2022-10 to 2022-10.

Kotlin, RoomDB, MVVM, Firebase, Notifications, Navigation Component, Google Material Design, Junit, Espresso and Koin.

A Single Activity application that signs the user in using FirebaseUI then displays his reminders, reminders are based on location using Google maps once he gets near that location a notification rings to remind him.

Loading Status

2022-9 to 2022-9.

Kotlin, MVVM, Retrofit, Custom Views, Canvas, Motion Layout, property animations and Google Material Design.

A Single Activity application that that offers user to choose from 3 download options by custom drawn button then displays a notification with download progress when clicked goes to details activity with download details.

Carbon

2022-3 to 2022-5.

Java, Kotlin, Firebase, Design patterns and Architecture Patterns (MVC and MVVM).

Chat application that mimics WhatsApp with its most important features (video calls, stories, one-to-one chat, login, RTC connection and phone verification)
Was made for college Data Structure curriculum.

Notes

2022-8 to 2022-8.

Java, SQLite, MVVM, Navigation Component, Google Material Design.

A Single Activity application that takes user notes and save them in local database made with Clean Architecture, View Binding, MVVM, SQLite and Google Material Design widgets.

ODC Learning app

2022-9 to 2022-9.

Dart, Flutter, SQFLite, DIO, MediaQuery and Cubit Bloc Management. ODC's application made in one week to display data from Orange's backend and store notes in local database.

Muzify

2022-2 to 2022-3.

Dart, Flutter, SQFLite, Python3 and Flask.

Music player and downloader that scans local music and scraps new songs.

Certifications

2022-02

Certificate of honor for Flutter best project (1st).

2021-08

Certificate of honor for **Structured Programming** best project (**top 5**).

2022-03

Certificate of attendance for **Git/Github** source control workshop.

2022-02

Certificate of 120hrs completion of **Android** development.

2022-03

Certificate of completion for **Android App development** course.

2022-02

Certificate of completion for **Database Fundamentals** course.

Volunteer Work

Computer Science Department Admin.

2022-Oct – Current.

FCIS-ASU, Cairo.

- Mentoring Computer Science groups while posting materials for everyone.
- Delivering students' demands to professors.
- Posting professors' announcements to students.

Registration Team Member.

2022-Feb - current.

ASU Career Center, Cairo.

- I was responsible for signing people in and registering them at ASUCC portal.
- Collaborated with other committees to organize a successful employment fair with 15,000+ attendees.

Soft skills

Agile.

Time Management.

Public speaking.

Leadership.

Team player.

Rational thinking.

Self-Learning.

Adaptability.

Problem Solving.

Languages

Arabic.

Mother tongue.

English.

Professional level (spoken and written).

French.

Basic level.