ASEM ABU ALRUB

Android Developer

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SUMMARY

Experienced Android Developer with over 3 years of building and launching high-quality mobile apps. Proficient in Kotlin, Java, and Android Jetpack with a strong focus on MVVM architecture, Room, Firebase, and Retrofit. A fast learner and problem solver, I thrive in collaborative environments, continuously refining my skills to deliver high-performance, scalable applications.

EXPERIENCE

Freelance Android Developer 02/2022 - present
Amman, Jordan
- Worked with diverse engineering teams to deliver high-quality Android apps.
- Developed and launched 3 apps on Google Play Store, achieving over 33,000 downloads.
- Designed and implemented custom app architectures tailored to client requirements, resulting in scalable and maintainable Android applications.
- Successfully delivered customized Android applications for clients in diverse industries, meeting tight deadlines.
- Integrated advanced analytics and crash reporting tools (e.g., Firebase Analytics, Crashlytics) into client apps, enabling data-driven improvements and reducing app crash rates.
- Migrated legacy apps to the latest Android standards, ensuring compatibility with modern devices and enhancing the app lifespan.
- Integrated advanced features such as real-time notifications, offline mode, and location-based services, enhancing app usability and meeting specific client requirements.

Proxify, Android Developer 11/2022 - 10/2023
Denmark, Remote
- Boosted the user base of the **eTilbudsavis** (Scandinavia's most downloaded deals app) by enhancing key features and optimizing UX through:
  - Refactoring legacy Java code to modern Android Kotlin using Jetpack libraries, resulting in improved code maintainability and performance.
  - Developing a local data sync engine to reduce server API requests, optimizing app performance and minimizing backend load.
  - Revamping the app's UI, resulting in a more intuitive user experience and increased user retention.

A.R.E.A, Android Developer 04/2022 - 01/2023
Amman, Jordan
- Contributed to the development of **Winin** game by:
  - Developing key features, including radio functionality and adding friends feature, to enhance gameplay and user engagement.
  - Working closely with the QA team to identify and resolve bugs and technical issues, ensuring a smooth and enjoyable user experience.
  - Developing UI screens for the Egypt campaign, enhancing the game's thematic experience.

- Contributed to the development of **Bidkom** by:
  - Working closely with the design team to implement a user-friendly UI that significantly enhances overall user interaction.
  - Integrating social media login functionality with providers such as Google, Facebook, Instagram, and Twitter, streamlining the login process for improved user convenience.
  - Implementing essential features, including user items functionality, notifications, and settings, to provide a cohesive and engaging user experience.

SKILLS

- Android
- Kotlin
- Java
- Firebase
- Android Testing & Debugging

- API Integration
- JUnit
- Git
- GitHub
- CI/CD

- Teamwork
- Problem-solving
- Self-motivation
- Attention to details
- Self-learning

EDUCATION

Bachelor in Software Engineering   01/2018 - 02/2022

Jordan University of Science and Technology

Irbid, Jordan

PERSONAL PROJECTS

Dark Screen 02/2022 - Present ⧉

Android app that dims the screen and reduces brightness, available on the Play Store in free and pro versions. Built with Kotlin, Hilt, Firebase, and Google Services like In-App Updates, In-App Reviews, and Google Ads.

Quakes 03/2023 - 12/2023 ⧉

Android app providing real-time global earthquake updates, available on the Play Store, developed using Google Maps SDK, Firebase, and a modern tech stack with Hilt, Coroutines, Flows, and Jetpack libraries like Room, ViewModel, and Paging3, all built on MVVM architecture.

Fluffy 03/2021 - 01/2022

Cat grooming app designed to simplify care tasks for pet owners, helping them track and monitor their cat's health. Built using Kotlin, with Room for local data storage, Firebase for cloud integration, and the Navigation Component for intuitive user flow.

Corona Tracker 03/2021 - 04/2021 ⧉

Android app delivering real-time global Covid-19 statistics, developed using Kotlin, with Retrofit for API integration, Hilt for dependency injection, and Coroutines for efficient asynchronous operations.

CERTIFICATIONS

Problem Solving (Basic) HackerRank 2024

Covers basic topics of Data Structures and Algorithms

SQL (Intermediate) HackerRank 2022

Covers complex joins, unions, and sub-queries

Android Development 2019

1 million Arab coders initiative, Android track

COURSES

- Advanced Android App Development (Udacity)
- Firebase in a Weekend (Android), (Udacity) ⬈
- Advanced Android with Kotlin (Udacity) ⬈
- Android Jetpack Compose pathway (Google) ⬈
- Developing Android Apps with Kotiln (Udacity) ⬈
- How to Use Git and GitHub (Udacity)
- Version control with Git (Udacity) ⬈
- Kotlin for Java developers by JetBrains (Coursera) ⬈
- Kotlin Bootcamp for Programmers (Udacity) ⬈
- Object Oriented Programming in Java (Udacity) ⬈

LANGUAGES

- **Arabic**, native
- **English**, professional working proficiency
- **German**, elementary proficiency