

# Karim Yasser

Location: Cairo, Egypt | Email: karimmyasserr@gmail.com | +201144432284

www.linkedin.com/in/karimmyasserr | GitHub: KarimmYasser

## Professional Summary

- Results-oriented Junior Computer Engineer with practical experience in building cross-platform mobile apps using Flutter and developing robust web solutions. Proficient in applying clean architecture principles to projects ranging from operating system simulations to search engine algorithms. Having a great understanding of the fundamentals of software engineering with modern frameworks to deliver scalable, user-focused applications.

## Education

### CAIRO UNIVERSITY, FACULTY OF ENGINEERING

2022 - 2027 (Expected)

- Bachelor of Computer Engineering
- Accumulative Grade:** Excellent
- Relevant Coursework:** Data Structures, Algorithms, Object-Oriented Programming, Operating systems, Microprocessors, Programming techniques

## Experience

### Flutter Developer Intern – iSUPPLY

July 2025 - Present

- Secured first place out of 30+ teams in a competitive hackathon hosted by ISUPPLY, leading to a paid internship offer and development of a Flutter-based POS solution for real business use cases.
- Attended team planning meetings and met the tech department, including back-end engineers and QA testers, to become familiar with team roles and ongoing projects.
- Upon opening the company's Flutter codebase, reviewing the interface architecture, state management practices, and project structure to prepare for future feature development and contributions.

### Flutter Instructor – IEEE Cairo University SB

Feb 2025 - Present

- Guided and delivered comprehensive Flutter curriculum to over 30 students, covering state management, API integration, and advanced UI/UX principles with 90% positive feedback.
- Interactive learning materials created that increased student engagement by 40%, with 85% of the participants successfully completing real-world mobile applications.
- Mentored students through technical challenges, providing code reviews and optimization suggestions that improved project quality by 35%.

### Mobile App Development Trainee - Orange Digital Center

Jan 2025 - March 2025

- Completed an intensive 96-hour **Flutter** training program, mastering cross-platform mobile development fundamentals and advanced state management techniques.
- Processed clean architecture patterns using **Bloc** and **Provider**, improving code maintainability and testability following industry best practices.

### Flutter Developer Intern - SlashHub

Oct 2024 - Jan 2025

- Reactive UI components designed for an AI-powered e-commerce chatbot using **Flutter**, improving user interaction metrics by 25% and reducing bounce rates.
- Integrated RESTful APIs using **Dio** HTTP client with efficient data caching strategies that reduced load times by 30% and improved offline capabilities.
- Collaborated with cross-functional teams in an Agile environment to implement new features and resolve critical bugs, participating in daily stand-ups and sprint reviews.

## Projects

### iSupply POS App

Jun 2025 | GitHub

- Designed and developed a cross-platform **Flutter** POS system designed for desktop and mobile, enabling inventory search, cart management, and checkout operations.
- Integrated **Hive** for local storage and **Supabase** as a remote backend, with seamless offline-first synchronization between local and cloud databases.
- Implemented invoice tracking and handled more than **1000+ products** using paginated lists.
- Built for a hackathon by iSupply and awarded **first place**, earning an internship opportunity.

### Zengbary App

Mar 2025 - May 2025 | GitHub

- Engineered a **Flutter** application enabling real-time control of a microprocessor-based shooting system via **HTTP** requests with a response time of 50 ms.
- Developed a comprehensive **Dio**-based API communication layer with robust error handling, retry mechanisms, and request management.

### Fashion Assistant - E-commerce platform

Nov 2024 - Dec 2024 | LinkedIn

- Developed an **AI-powered chatbot and recommendation system** using **Flutter** and **Gemini API**, creating personalized shopping experiences that increased user engagement by 35%.
- Advanced state management using **Bloc** pattern for predictable application behavior and seamless integration with AI services.
- Created visually appealing UI with custom animations and transitions, improving user experience.

### Cooking Up app

Jun 2024 - July 2024 | GitHub

- Built a feature-rich Flutter recipe application with filterable content based on dietary preferences, supporting multiple cuisines and meal categories.
- Designed an intuitive user interface / user experience with step-by-step instructions, interactive timers, and ingredient measurement converters to enhance the user experience.
- Implemented local data persistence for offline functionality using **Hive** database, reducing the dependency on network connections.

### Bricks Breaker - Assembly Multiplayer Game

Nov 2024 - Dec 2024 | GitHub

- Programmed a multiplayer brick breaker game in **Assembly** language supporting both physical and Wi-Fi connections with minimal latency.
- Designed efficient low-level graphics rendering and collision detection algorithms optimized for performance in resource-constrained systems.
- Controlled a custom networking protocol for real-time multiplayer functionality with synchronization mechanisms to maintain a consistent state of the game.

## Technical Skills

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- **Languages:** Dart, C++, C#, Java, Python, JavaScript, SQL, Assembly, HTML/CSS
- **Frameworks & Libraries:** Flutter, Bloc, Provider, GetX, Firebase, Dio, Hive, Supabase, RESTful APIs
- **Tools & Platforms:** Git, GitHub, VS Code, Android Studio, Figma, Jira, FPGA Development
- **Core Concepts:** Clean Architecture, SOLID Principles, State Management, OOP, Algorithms & Data Structures, OS Scheduling