Karim Yasser

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Summary

Computer Engineer with 2+ years of experience developing mobile and web applications using Flutter, Android, and modern development frameworks. Proven track record in full-stack development, machine learning integration, and agile development methodologies. Strong problem-solving skills with expertise in data structures, algorithms, and software architecture. Experience leading technical teams and delivering scalable solutions for real-world business challenges.

Education

CAIRO UNIVERSITY, FACULTY OF ENGINEERING

Sep 2022 - Jun 2027

- Bachelor of Science in Computer Engineering
- GPA: Excellent (Expected Graduation: June 2027)
- Relevant Coursework: Data Structures and Algorithms, Object-Oriented Programming, Operating Systems, Computer Architecture, Microprocessors, Software Engineering, Database Systems, Image Processing, Neural Networks, Machine Learning, Artificial Intelligence

Experience

Software Developer - I'SUPPLY

Jul 2025 - Present

- Won first place in 30+ team hackathon, earning full-time position offer
- · Collaborated with backend engineers and QA testers in agile development environment
- Analyzed Flutter codebase architecture and state management for feature development

Data Science Trainee - Digital Egypt Pioneers Initiative (DEPI)

Jun 2025 - Present

- Completed IBM Data Scientist certification with Python, SQL, and machine learning
- Implemented MLOps workflows using MLflow and HuggingFace for model deployment
- Delivered capstone project applying end-to-end ML pipeline for business solutions

Android Developer with Kotlin - Banque Misr

Jul 2025 - Sep 2025

• Developed native Android applications using Kotlin programming language, Android Jetpack components, and Room Database for local data persistence, implementing MVVM architecture patterns to create scalable and maintainable mobile solutions with enhanced user experience and optimized performance

Flutter Developer with Machine Learning - Informatique

Jul 2025 - Aug 2025

- Completed an internship focused on Flutter and Machine Learning to deliver practical mobile solutions.
- Strengthened ability to combine mobile development with ML techniques through hands-on project work.

Flutter Instructor - IEEE Cairo University SB

Feb 2025 - Present

- Instructed 30+ students in Flutter development, state management, and API integration with 90% satisfaction
- Conducted code reviews and mentoring that improved project quality by 35%

Mobile App Development Trainee - Orange Digital Center

Jan 2025 - Mar 2025

• Completed 96-hour Flutter training program mastering cross-platform development and state management

Flutter Developer Intern - SlashHub

Oct 2024 - Jan 2025

• Engineered responsive UI components for AI-powered e-commerce chatbot using **Flutter** framework, implementing real-time messaging, product recommendations, and natural language processing integration, resulting in 25% improvement in user engagement metrics and significant reduction in bounce rates

i'Supply POS App

Jun 2025 | GitHub

• Improved and developed a cross-platform **Flutter** POS system conceptualized 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 i'Supply and awarded first place, earning an internship opportunity.

Zengbary App Mar 2025 - May 2025 | GitHub

Developed a Flutter app to remotely control a microprocessor-based robot with HTTP communication.

Fashion Assistant - E-commerce Platform

Nov 2024 - Dec 2024 | LinkedIn

Built a personalized shopping assistant with a chatbot and product recommendation system.

Sherlook Web Engine

Mar 2025 – May 2025 | GitHub

Built a web search engine with a custom crawler, indexer, and ranking algorithm processing 50K+ pages.

OS Process Scheduler Simulator

Mar 2025 - May 2025 | GitHub

Simulated multiple CPU scheduling algorithms (FCFS, SJF, Priority, Round Robin) with real-time visualization and metric comparisons.

Cooking Up App

Jun 2024 - July 2024 | GitHub

Established a Flutter-based recipe app with offline access, filters, and interactive cooking tools.

Bricks Breaker - Multiplayer Assembly Game

Nov 2024 - Dec 2024 | GitHub

Built a real-time multiplayer brick breaker game using Assembly with custom networking and graphics logic.

AES Encryption - FPGA Implementation

Feb 2024 – Apr 2024 | GitHub

Redesigned AES-128/192/256 in Verilog for FPGA, achieving 40% faster encryption using pipelining and parallelism.

Technical Skills

- Programming Languages: Dart, C++, C#, Java, Python, JavaScript, SQL, Assembly, HTML, CSS
- Mobile Development: Flutter, Android Development, Kotlin, Cross-Platform Development, iOS Development
- Frameworks & Libraries: Flutter, Bloc, Cubit, Provider, GetX, Firebase, Dio, Hive, Supabase, RESTful APIs, JSON
- Backend & Database: Supabase, Firebase, SQL, Database Design, API Integration, Cloud Services
- Development Tools: Git, GitHub, VS Code, Android Studio, Figma, Jira, Version Control, Agile Development
- **Software Engineering:** Clean Architecture, SOLID Principles, State Management, Object-Oriented Programming, Design Patterns, Test-Driven Development, Code Review
- Data Science & AI: Machine Learning, Data Analysis, Python Libraries, MLOps, MLflow, HuggingFace
- Specialized Skills: FPGA Development, Microprocessors, Operating Systems, Algorithms, Data Structures

Core Competencies

- Software Development: Full-stack development, Agile methodologies, Scrum, Code review, Version control
- Problem Solving: Algorithm design, Data structures, System optimization, Performance tuning
- Leadership: Team management, Technical mentoring, Project coordination, Cross-functional collaboration
- Communication: Technical documentation, Stakeholder presentations, Code review, Knowledge transfer
- Continuous Learning: Technology adoption, Professional development, Industry best practices, Innovation