# Mahdi Rouhani Android Developer

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#### **Profile**

An Android developer with a strong passion for learning new technologies and improving skills. Currently working as an Android Developer at **Gareno** with **6 months** of experience. My role involves developing and maintaining Android applications, solving complex technical issues, and collaborating with cross-functional teams.

# **Professional Experience**

2024/10 – present Tehran, Iran

#### Junior Android Developer

Gareno 🖸

- Developed cross-platform mobile applications using Kotlin Multiplatform (KMP), enabling code sharing between Android and Web while maintaining high performance and scalability.
- Worked with modern Android development technologies, staying up-to-date with industry trends to implement cutting-edge solutions.
- Designed and implemented complex UI components using Canvas, creating highly customizable and visually appealing user interfaces.
- Developed and integrated **custom animations** to enhance user experience, ensuring smooth and interactive UI transitions.
- Collaborated with designers and backend developers to create a seamless and visually consistent application across platforms.

#### **Skills**

Android	Kotlin Multiplatform(KMP)
languages (Java, kotlin, C)	Architectures (MVVM, MVP)
Design Patterns	SOLID
Animations	Jetpack Compose
Coroutines	Flow
DI(Hilt , Koin)	Retrofit
DB(MySQL)	Room
git	Scrum

### **Projects**

## Online Shop **2**

This repository contains the source code for the Digikala project, an e-commerce platform developed using Kotlin. The project is designed to provide a comprehensive shopping experience, including features like product listings, search functionality, and user authentication.

#### Online Food Shop UI

This project is an Android application that provides a user interface for an online food shop. It showcases various food items, their descriptions, and allows users to add items to a shopping list. The UI is implemented using Jetpack Compose for a modern and efficient design.

## Uno 🛮

UNO is a Java-based implementation of the classic card game UNO. This project simulates the game mechanics and provides an interactive experience for users to play UNO.

# **Education**

2021/09 – present Tehran, Iran **B.A. Computer Engineering**Amirkabir University of Technology