# **Mahmoud Gharib**

# **Software Engineer - Android Application Developer**

**Contacts** 

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oudgharibdeveloper/

Portfolio

https://sites.google.com/view/mah

moudgharib/

GitHub

https://github.com/MahmoudN288/

Education

**Degree:** Bachelor's degree **Field:** Computer Science **Institute:** Zagazig University **Years:** SEP 2015 – JUL 2019 **CS Department Grade:** 91%

Excellent (95%)

Final Grade: Very Good (76%)

**Graduation Project (FERPA):** 

# **Summary**

**Experienced Android Developer** with 4+ years of expertise in designing, developing, and optimizing mobile applications using **Kotlin**, **Java**, and modern frameworks like **Jetpack**. Proficient in creating intuitive, high-performance apps with a focus on scalability, seamless integration, and client satisfaction. Skilled in **network administration**, **IT support**, and troubleshooting, complementing mobile development with a strong technical foundation. Fluent in **English and Arabic**, with excellent communication, problem-solving, and team collaboration skills. Passionate about delivering innovative Android solutions and driving success in dynamic, fast-paced environments.

## **Work Experience**

**Android Application Developer** 

Upwork Inc. — October 2021 - April 2024

- **Developed and launched 8+ Android applications** across diverse domains, including **Flushy** (a football live-scores app), **QBeats** (a multimedia platform using ExoPlayer), and **QChat** (a simple-fast chat Android application using Java, Kotlin, XML and Firestore), achieving an average user rating of **4.7+**.
- Optimized app performance by 50% through efficient memory management techniques using tools like LeakCanary,
  GC Profiler, and Android Profiler.
- Integrated Firebase and REST APIs for real-time updates and Retrofit for seamless communication with RESTful APIs, enabling dynamic and data-driven app features.
- Enhanced user experience by collaborating with designers and stakeholders to implement intuitive and accessible **UI/UX** using **Jetpack Compose** and **Material Design** principles.
- Implemented unit testing and UI testing with JUnit and Espresso, ensuring code reliability and reducing bugs by 30%.
- Maintained high code quality through clean architecture, MVVM patterns, and agile development practices such as Scrum and CI/CD pipelines.

#### **Android Application Developer**

Arab Programmers Project — June 2021 - August 2021

- Improved functionality and performance for the **Sawaqni eCommerce app**, resulting in a **25% increase in sales** and higher user engagement.
- Elevated the app's rating from **3.9 to 4.2 stars** by identifying user pain points, implementing feature updates, and addressing reported issues.
- Refactored code for better maintainability and performance by adopting best practices and integrating modern Android libraries such as Retrofit and Room.

#### **Network Administrator and Hardware Technician**

National Roads Company (Watania) — May 2019 - March 2020

- Managed and maintained network systems, ensuring consistent connectivity, diagnosing, and resolving network issues to minimize downtime and ensure smooth operation across all departments.
- **Installed, configured, and troubleshot hardware devices**, including network cables, routers, and switches, ensuring optimal performance and timely resolution of hardware issues.
- Monitored and operated CCTV and security camera systems, ensuring continuous surveillance, real-time alerts, and maintaining high-security standards for both public and private areas.

#### **Android UI Designer & Developer**

Adasoft — May 2019 - March 2020

- Designed user interfaces for 3 Android applications, prioritizing consistency, usability, and adherence to Material Design guidelines.
- Enhanced user experience and navigation, contributing to an increase in app ratings from 3.7 to 4.1 stars based on user feedback and improved UI/UX designs.
- Collaborated with developers and project managers to ensure smooth implementation of designs and alignment with project goals.

#### Android UI Designer

FCI-ZU Coders, Zagazig University — July 2018 - February 2019

- Led a team of students in designing UI for a competitive Android project, enhancing team collaboration and project delivery skills.
- Created interfaces focused on intuitive user experience, incorporating feedback from faculty and peers to refine design elements.
- Delivered the project under tight deadlines, improving skills in time management, design iteration, and user-centered design principles.

## Featured Projects <a href="https://www.behance.net/mahmoudgharibdev">https://www.behance.net/mahmoudgharibdev</a>

Flushy - Football Live-Scores App → https://github.com/MahmoudN288/Flushy, Sample

**Role: Android Application Developer** 

Technologies: Kotlin, Retrofit, Jetpack Compose, Firebase, MVVM, JSON

**Details:** Developed a live-scores app delivering real-time football updates. Integrated Firebase for instant data updates and RESTful APIs for dynamic content, resulting in a 4.7-star average rating for seamless performance and user-friendly design.

**QBeats** - Music App → Sample

**Role: Android Application Developer** 

Technologies: Kotlin, Datastore, Jetpack Compose, Ktor, ExoPlayer, Firebase, RESTful APIs

**Details:** Built a music player app using Ktor. Integrated ExoPlayer for optimized streaming and Firebase for user authentication, enhancing personalized content delivery and improving overall user engagement.

Sawagni - eCommerce App

**Role: Android Application Developer** 

Technologies: Kotlin, Firebase, RESTful APIs

Details: Enhanced functionality and performance, increasing sales by 25%. Focused on UI/UX improvements and added features like product recommendations, real-time tracking, and secure payments, driving better user experience and retention.

### Technical Skills

**Programming Languages & Frameworks:** 

Kotlin, Java, Jetpack Compose, Android SDK, MVVM, ViewModel, Room Database, Retrofit, Dagger Hilt (Dependency Injection)

**Tooling & Libraries:** 

Firebase, Docker, Jenkins, ProGuard & R8, CI/CD Pipelines, Git, Gradle, Junit

**UI/UX Design & Prototyping:** 

Material Design, XML, Navigation, Figma, Mogups

**Advanced Features & Performance:** 

Multithreading, Kotlin Coroutines, RESTful APIs, JSON Parsing, Memory Management, Performance Optimization

**Methodologies & Practices:** 

Agile & Scrum, Test-Driven Development (TDD), Version Control Strategies

#### Soft Skills Certificates Languages

- **Problem Solving Techniques**
- Critical and Analytical Thinking
- **Effective Communication Skills**
- Adaptability and Fast Integration
- 1. Advanced Android Bootcamp (Jetpack), Udemy - 2021
- Meta Android Developer. Meta (Coursera) 2021
- Full-Stack Android Development, Coursera 2020
- Mobile Application Developer Mastery Award, IBM 2017
- CS50 (Introduction to Computer Science), Harvard Un. 2021
- English: C1

Arabic: Native

German: A1

Achievements: Ministry of Defense Recognition: Led a team of 15 students in developing a Facial Expression Recognition system for psychological analysis using Python, Keras, TensorFlow, and OpenCV, earning 2nd place in the Ministry of Defense's competition for innovative technology projects in October 2019.