

Mahmoud Gharib

Software Engineer – Android Application Developer

Contacts

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LinkedIn

<https://www.linkedin.com/in/mahmoudgharibdeveloper/>

Portfolio

<https://mahmoudn288.github.io/my-portfolio/>

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%
Graduation Project (FERPA): Excellent (95%)
Final Grade: Very Good (76%)

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 <https://www.behance.net/mahmoudgharibdev>

- 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.
- Sawaqni - 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, Moqups
- 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

- Problem Solving Techniques
- Critical and Analytical Thinking
- Effective Communication Skills
- Adaptability and Fast Integration

Certificates

- 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**

Languages

- 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.