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Objectives

Highly skilled and motivated Flutter developer (Android and iOS devices) seeking a position to leverage expertise in UI design and user experience, Firebase integration, RESTful APIs, and animation for building exceptional and consistent mobile experiences. Thriving in both collaborative and independent environments, I am eager to contribute to a team environment, even if it is remotely, learn from experienced professionals, and additionally, have the ability to work independently and continuously enhance my problem-solving and coding skills.

Work Experience

Pyramakerz Technologies, Alexandria

01/2024 – Present

Flutter Developer in R&D department

The Flutter application is designed for children aged 3 to 6 years, focusing on interactive learning through a robot. The app teaches Arabic and English phonics, math, and counting through a map and emoji screen. It also features a controller screen for kids to control the bot's movement. Firebase authentication and cloud storage are used for user data storage and progress tracking. Animation, Rive, and LottieFiles are used for a user-friendly interface, and MQTT is used for data transmission. A daily notification is sent to remind kids to open and learn. The user-friendly interface is crafted using Figma, ensuring an engaging and educational experience for young minds.

Project link: [AlefBot App Video Output](#)

Training

Flutter Development Diploma

03/2023 – 07/2023

AMIT | Alexandria, Egypt

- Enhanced problem-solving skills and acquired proficiency in the Dart programming language.
- Successfully completed a Mobile Development using Flutter diploma program with expertise in UI/UX principles.
- Proficient in integrating local databases and Firebase for real-time data and user management.
- Utilized the RESTful API implementation for seamless external data communication in Flutter.
- Experienced in creating animations for enhancing user interfaces.
- Familiar with using Git for version control systems, continuous integration and collaboration.

ROV Training

01/2021 – 09/2022

Abydos co. | Alexandria, Egypt

- Completed a comprehensive software development training program.
- Training included image processing techniques on hardware platforms.
- Joined the software team after training.
- Promoted to Chief Technology Officer (CTO) of the team.
- Developed a VR experience showcasing ROV using Alterspace VR.
- Used Unity to design and publish the VR world, highlighting ROV features.
- Contributed to the team's bonus achievement in the MATE ROV competition.

Courses

Mastering Flutter: Responsive & Adaptive UI Design [Arabic] | Udemy

01/2024 – 03/2024

- Learn the concepts of Responsive and Adaptive UI Design in Flutter including widgets, best practices, and performance optimization.
- Build a real-world project to apply your learnings.

Flutter Advanced Course Bloc and MVVM Pattern | Udemy

01/2024 – 02/2024

- BLoC Mastery: Deep dive into core concepts (cubits, blocs, events, methods) and access patterns (local/global).
- MVVM Implementation: Successfully adopted the MVVM design pattern, achieving clean separation of UI, business logic, and data layers.

- Developed mobile applications using Java Kotlin and Android Studio.
- Implemented user interfaces and navigation for Android apps.
- Worked with APIs and data storage for app functionality.

Education

Dual Degree in Computer Science

09/2019 – 09/2023

- University of Arab Academy for Science and Technology, Alexandria, Egypt
- University of Northampton, UK

GPA: 3.61 (Excellent with honor)

Projects

Flutter Development Diploma Projects

- **News App:** leverages an API for fetching and displaying news articles, with API conducted using Postman.
- **Bookly App:** created by using animation to showcase Books API data, with Postman used for API testing and debugging.
- **Job Finder App:** A responsive design app was crafted with APIs, and state management in its development.
- **Chat App:** An application has been created to facilitate communication among registered users. The technology stack comprises Firebase authentication, Cloud Firestore, and state management.
- **Notes App:** Created a streamlined application for notetaking and storage, utilizing Hive as the local database.

Graduation Project

Intelligent Personal Assistant for Disabled (IPAD)

(Grade A+)

- Developed IPAD, aiding both blind and deaf individuals. The project featured a Smart Glove for sign language-to-text translation, seamlessly interacting with a mobile app using Flutter . Additionally, an ESP32 Cam captured images for real-time object recognition, with results communicated audibly, empowering deaf users with object identification, and enhancing accessibility.

College Projects

- **Firefighting Robot Vehicle:** The vehicle uses an OpenCV camera to spot flames with a dataset. Flames trigger the water pump for fire extinguishing. A smoke sensor detects smoke particles, activating the pump to swiftly quell fires.
- **Abydos' Website:** Created a sample website using HTML, CSS, JavaScript, and PHP. Demonstrated proficiency in front-end and back-end web development. Developed a dynamic and user-friendly and responsive web design that showcases the company's products and services

Skills

- **Programming Language:** Dart, Python, and Java (Object-Oriented Programming).
- **Web Development:** HTML, CSS, JavaScript, and PHP.
- **Mobile App Development:** Flutter development, State Management(BLoC, Provider, Cubit), MVVM, Firebase, RESTful APIs, Rive, LottieFiles, Local Notification, routing, SQLite, and Animation.
- **Graphic Design:** Adobe Photoshop, Adobe Illustrator, and Blender.
- **Video Editing and Motion graphics:** Adobe Premiere Pro, and Adobe Audition.
- **Development Tools:** PyCharm, Git, Github, Codeblocks, VScode, Altspase VR, Postman, and Android Studio.
- **Language Skills:** English (Excellent), and Arabic (Mother Tongue) .
- **Soft Skills:** Teamwork & collaboration, optimize performance, attention to detail, and Agile methodology.

Awards and Achievements

CERTIFICATE OF 3RD PLACE COMPETITION

03/2022

- Underwater Robotics (UWR) | AUV

CERTIFICATE OF BEST ENGINEERING PRESENTATION

03/2022

- Underwater Robotics (UWR) | ROV

CERTIFICATE OF BEST ENGINEERING PRESENTATION

05/2022

- MATE | ROV

CERTIFICATE OF BEST PROGRAMMING AND IMAGE PROCESSING (RIC)

05/2022

- MATE | ROV