

Mohamed Ehab Mohamed Hamed

Software Engineer

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🔗 Mohamed Ehab 🔗 MyPortfolio

Objective

Versatile Software Engineer with a strong foundation in frontend development, Flutter, manual software testing, and no-code/low-code platforms like FlutterFlow, Glide, and Airtable. Passionate about building scalable, user-friendly applications and ensuring software quality through hands-on testing and rapid prototyping. Seeking to contribute to a forward-thinking team focused on delivering impactful digital solutions.

EDUCATION

Cross-platform Mobile Applications Diploma Using Flutter , <i>Route Academy</i>	04/2024 – 09/2024 Alexandria, Egypt
Bachelor's Degree in Computer Engineering , <i>Arab academy for science and technology</i>	09/2019 – 06/2024 Alexandria, Egypt
Bachelor's Degree in Art of science and technology , <i>University of Northampton</i>	09/2019 – 06/2024 Northampton, England

Professional Experience

Software Tester (Part-Time) , <i>Blocka</i> <ul style="list-style-type: none">Performed manual testing on Android and iOS to ensure smooth functionality across key features like listings, filters, and booking.Created and executed test cases from user stories; logged and tracked bugs via Jira.Conducted regression, smoke, and exploratory testing throughout release cycles.Used Postman to validate API responses and backend data consistency.Actively participated in Agile sprints, standups, and reviews to stay aligned with development.	03/2025 – present Alexandria, Egypt
Frontend Developer , <i>Freelance</i> <ul style="list-style-type: none">Built and maintained the frontend of aydikhbrat.com , a recruitment platform licensed by the Saudi Ministry of Human Resources.Used Next.js and TailwindCSS to deliver a responsive and accessible user interface.Integrated APIs for dynamic content and real-time user interactions in collaboration with backend developers.Focused on performance optimization, scalability, and consistent UI through testing and debugging.	02/2025 – present Alexandria, Egypt
No Code- Low Code Developer (Full-Time) , <i>GeekyAir</i> <ul style="list-style-type: none">Built and launched Dreamfinder using FlutterFlow, publishing to both the App Store and Google Play.Designed UI/UX, integrated Firebase features, and implemented custom logic without native code.Used Zapier for backend automation and third-party service integration.Developed and maintained key pages for the Social Army platform using Glide and Airtable, supporting real-time data and fast iterations.Tested dynamic user flows and Firestore logic	12/2024 – present Alexandria, Egypt

SKILLS

Languages

Dart , Javascript, C, HTML, CSS

Frameworks

Flutter, ReactJS, NextJS, TailwindCSS

Tools

Flutterflow, Zapier, Glide, Airtable, Firebase, Git, Github, Postman, Jira, Tensorflowlite, Opencv

Concepts

OOP, Data Structures and Algorithms, Rest APIs, MVVM, Clean Architecture

PROJECTS

Developed E-Commerce Application Using Dart, Flutter, and Firebase

- Designed and implemented a multi-page e-commerce application with features such as product browsing, category filtering, and user settings.
- Integrated Firebase for user authentication, real-time database management, and cloud storage to handle data securely and efficiently.
- Implemented API integration to dynamically fetch and display product data and categories.
- Learned and applied advanced state management techniques to handle application state effectively.
- Added support for localization and theming to enhance user experience and accessibility.

Voice-Controlled Smart Wheelchair Project (Graduation Project)

- Designed and developed a voice-controlled smart wheelchair system for enhancing mobility for individuals with disabilities.
- Implemented a custom object detection model using MobileNet SSD and TensorFlow Lite to identify objects in real-time.
- Trained the model on a dataset consisting of labeled images, utilizing data augmentation techniques.
- Developed Python scripts to integrate object detection with OpenCV for distance measurement and steering angle calculation.
- Optimized the code for real-time processing on a Raspberry Pi
- Achieved a functional prototype that demonstrated successful obstacle avoidance and voice-controlled navigation.

Payroll System Development

- Developed a robust payroll system using Agile principles and object-oriented design.
- Applied design patterns such as Strategy, Command, and Factory Method to enable modularity and extensibility.
- Implemented dynamic payment calculations, transactional operations.
- Practiced Test-Driven Development (TDD) and iterative refactoring to ensure code quality and maintainability.

TRAININGS

iHomeFuture Company, Wireless Home Automation

11/2020

- Learned how to Sell their products, using their platform for smart products Like Fire alarm, smart cameras and smart security alarms

Cairo, Egypt

ICThub Egypt for training and technology, Python Developer

08/2023

- Learned the basics for Artificial Intelligence using Python, Created a Chatbot using Python

Cairo, Egypt