

# Obada Ibrahim

Frontend Developer | Mobile Developer | Software Engineer

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Portfolio: <https://opadaibra.github.io/portfolio/>

## PROFESSIONAL SUMMARY

Dynamic Frontend and Mobile Developer with over 3 years of experience crafting scalable, user-centric web and cross-platform mobile applications using React, Angular, and Flutter. Adept at optimizing performance, integrating RESTful APIs, and applying clean architecture principles. Passionate about delivering impactful solutions and eager to contribute to innovative, collaborative teams.

## PROFESSIONAL EXPERIENCE

### Frontend Developer, Smart Software Services (Syria- Damascus)

June 2025 – Present

- Contributed to the development of a Core Banking system for the Syrian Savings Bank using Camunda, successfully integrating over 50 workflows.
- Developed 3 major modules (Accounting, Loans, Permissions) with key features such as an interactive accounting tree and budget/credit tables, while also resolving critical issues in other modules and introducing distinctive UI enhancements that significantly improved the platform's overall aesthetics and user experience.
- Actively participated in project delivery meetings with the bank's team and supported deployment across 63+ branches.
- Contributed to the redesign and redevelopment of the Government Procurement System, originally built with JSP, achieving a complete visual and interactive overhaul within a remarkably short timeframe, improving user experience and animations.

### المنصة السورية للمشتريات

- Assisted in debugging and enhancing the "Correspondence System" (React-based) for the Syrian Savings Bank, resolving key performance and UI issues.

### Frontend Developer, IQINNOVA (Remote)

June 2024 – June 2025

- Developed a responsive web counterpart for the Triple-L platform using Angular, ensuring consistency with the mobile app's functionality.
- Optimized frontend performance, reduced initial load time by 85% through strategic code refactoring and optimized asset management.
- Converted Figma designs into fully responsive UI across all screen sizes, with multilingual support (i18n) for ~20 screens — all completed within two weeks.
- Built an interactive memory-training game using Flutter, featuring real-time progress tracking and performance analytics through an integrated database.
- Developed a Flutter-based e-learning platform leveraging AI to facilitate seamless interaction between teachers and students.

Links: [triple-l.io](http://triple-l.io) | [teachers.triple-l.io](http://teachers.triple-l.io) | [Memory Game App](#) | [www.iqinnova.com](http://www.iqinnova.com)

### Frontend Developer, Dama-Brainz (Remote)

January 2024 – December 2024

- Contributed to *Falcon Sky*, a property management system, delivering responsive and intuitive frontend features for property, user, and service management.
- Collaborated with backend teams to integrate RESTful APIs, ensuring seamless data flow and user experience.
- Link: [falconsky.ai](http://falconsky.ai)

### Freelance Developer, Business Analytics Platform

September 2022 – June 2023

- Designed a real-time dashboard for advertisement performance analysis, transforming raw data into actionable insights via interactive visualizations.
- Implemented backend APIs using the ABP Framework, ensuring clean architecture, modularity, and efficient data flow for analytics dashboards.

## KEY PROJECTS

### TIKTAG Application (Freelance)

March 2023 – August 2023

- Built a team synchronization app enabling managers to create accounts and link them to NFC cards for efficient information sharing.

- *Tech Stack:* Flutter, Dart, Firebase

### Mobile App for Al-Hafez Company (Graduation Project 2022)

- Developed dual Flutter-based mobile apps for maintenance staff and customers to manage service requests efficiently.
- *Link:* [video](#)

### Game Development, Granda Studio (Part-Time)

January 2023 – April 2024

- Created two Unity-based games: *Abo Falah* (2D adventure game with C# scripting, tile maps, and dialogue systems) and *ShongXBong* (3D parkour game with physics and animation blending).
- *Link:* <https://granada-studio.itch.io/>

## SKILLS

- **Frontend Development:** Angular, React, TypeScript, HTML5, CSS3, JavaScript, Responsive Design, UI/UX, Multilingual Support (i18n), Dynamic Theme Switching, tailwind, bootstrap, React bootstrap
- **State Management:** Rx Js, Redux, React, Get X, Bloc
- **Mobile Development:** Flutter, Dart, Firebase, Cross-Platform Development
- **Backend Integration:** RESTful APIs, MySQL, Camunda
- **Tools & Practices:** Git, GitHub, GitLab, VS Code, Azure, Jira, Agile Methodologies, Open Project
- **Game Development:** Unity, C#
- **Soft Skills:** Team Collaboration, Problem-Solving, Creative Thinking, Open to Feedback, Self-Motivated

## EDUCATION

### Bachelor's Degree in Information technology engineering

Damascus University, Syria, 2023

## REFERENCES:

- Angular Template – Demo Page: <https://opadaibra.github.io/template/>
- Angular Template – Source Code: <https://github.com/Opadaibra/template>
- Falcon Sky – Property Management System: <https://falconsky.ai>
- Triple L – Language Learning Platform: <https://triple-l.io>
- Government Procurement System (Syrian e-Procurement Platform): [https://mushtaratayat.gov.sy/e\\_tendering/](https://mushtaratayat.gov.sy/e_tendering/)
- Portfolio: <https://opadaibra.github.io/portfolio/>

## LANGUAGES

- Arabic: Native
- English: Professional Working Proficiency