Soliman Mahmoud *Android Developer*

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PROFILE

Junior Android Developer eager to improve skills, face new challenges, and gain more experience in mobile app development, especially using the Android framework. Passionate about teamwork and creating innovative mobile applications that solve real problems.

PROFESSIONAL EXPERIENCE

Military Intelligence Authority, *Backend Django Developer*   Mar 2025 – Mar 2026 | Cairo

Worked on the development and deployment of two production web-based systems for asset and fleet management, including asset and custody tracking, asset movement records, vehicle and driver management, maintenance scheduling, spare-parts handling, and reporting features with role-based user access control.

RoadRunner, *Operations Specialist* ⌘   Oct 2024 – Dec 2024 | Remotely

Liaison between delivery teams and technical support, ensuring accurate order preparation and professional customer service.

Android Developer, *Freelancer*   Feb 2023 – Present | Remotely

Developing mobile applications using Java and XML with focus on Material Design and modern development practices.

SKILLS

Programming Languages: Java ⏐ Kotlin ⏐ Python ⏐ C ⏐ C++ ⏐ JavaScript

Programming & Computer Science: OOP ⏐ Data Structures ⏐ Algorithms ⏐ Problem Solving

Mobile Development: Android

Web Development: HTML ⏐ CSS ⏐ Django

Databases & Storage: Firebase ⏐ Storage

APIs & Data Handling: JSON ⏐ APIs ⏐ Data Cleaning

Version Control & Collaboration: Git ⏐ GitHub

Software Engineering Practices: Clean Code ⏐ Services

ADDITIONAL INFORMATION

Soft Skills: Communication ⏐ Adaptability ⏐ Teamwork ⏐ Time Management ⏐ Creativity

Languages: Arabic ⏐ English

Military Service: Completed

PROJECTS

TicTacToe Game 🔗 , *Java, XML*   Jul 2025

This app was developed for a two-player, allowing users to enter their names and take turns placing X or O on a 3x3 grid, with the objective of forming a horizontal, vertical, or diagonal line to win. Implemented Regex pattern matching to efficiently determine the winner, and included a reset option to start a new game. Enhanced user interaction by displaying the winner or a draw in a responsive dialog box.

Stopwatch App 🔗 , *Java, XML*   Jul 2025

Developed this app to run on a fully functional Android system, with a user interface inspired by a Xiaomi stopwatch. It displays minutes, seconds, and milliseconds, and supports start, pause, and reset functions. We used a background driver and a task scheduler to accurately schedule and repeat tasks, along with subtle UI animations to enhance the user experience and provide a modern, responsive, and visually appealing interface.

ToDo App, *Java, XML*   Jan 2025

Implemented Splash Screen with a delay handler for seamless app loading. Designed Onboarding Screen using ViewPager for smooth, swipeable tutorial pages. Leveraged SharedPreferences to ensure the onboarding process is shown only on the first launch. Developed a Custom DatePicker using Fragment for an intuitive date selection experience. Integrated Field Validation to ensure task creation forms are completed correctly. Used SQLite to implement CRUD operations for efficient data management. Created a Foreground Service to track task time and send notifications, even when the app is in the background.

Learnaira 🔗 , *Graduation Project*   Jul 2024

This platform tackles the limitations of traditional online learning by using AI to personalize education, boost engagement, and deepen understanding. It offers AI-powered exam creation, grading, and personalized learning paths. Additionally, it provides a safe and interactive environment with features like chatbots, discussion forums, and offensive speech detection.

Chat App 🔗 , *Java, XML*   Nov 2024

Implemented user sign-up functionality with email and password under security restrictions (e.g., password strength validation). Utilized Firebase Authentication to securely manage user accounts. Developed real-time messaging features by integrating Firestore, enabling seamless send/receive messaging functionality with real-time updates.

EDUCATION

Bachelor's of Computer and Artificial Intelligence 🔗   Oct 2020 – Jul 2024 | Benha, Egypt
- Majoring: Computer Science
- Cumulative Grade: Very Good (3.60)
- Graduation Project: A+

CERTIFICATES

Java Program 🔗 | Java Development SE 🔗 | Egyptian Collegiate Programming Contest 🔗 |

Git & GitHub 🔗 | ITI Summer Training in IoT 🔗 | Introduction to SQL 🔗