# Abdelrahman Elkady

## Software Engineer

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Software Engineer, focusing on building maintainable and scalable tools and apps with high quality

## EDUCATION

**German University in Cairo**- *B.Eng*

Sept 2012 - July 2017

**Major**: Computer Science and Engineering

**Cumulative Graduation Grade**: Excellent

**Graduation project grade**: Excellent

## EXPERIENCE

**Crowd Analyzer**
*Engineering Manager*

Jan 2021 - Present

- Lead a squad of engineers building and developing tools and services for data crawling and enrichment
- Communicate with different stakeholders building and guiding the roadmap for the product and team
- Evaluate and revamp modules and services, enhancing its performance, maintainability and observability

*Software Engineer*

Oct 2019 - Jan 2021

- Design and build different services to enhance data crawling, enrichment and collection
- Revamp and enhance legacy systems, improving its maintainability and observability
- Develop and maintain developer tools to enhance DX of our different teams

**Coligo Technologies** - *Software Engineer*

Nov 2018 - Oct 2019

- Design and build the main backend services
- Setup and maintain the main process for the development workflow
- Build and maintain development and shipment pipelines
- Deliver and monitor the app through different release stages
- Prepare app launch and monitoring through early onboarding stages

### Bosta Technology - *Software Engineer*

May 2018 - Nov 2018

- Maintain and redesign the administration and client web apps
- Extend the published APIs for different clients
- Design and implement new services and tools for app monitoring and deployment
- Design and implement new services and tools to enhance the engineering workflow and process

### Skykode LLC.,  Cairo office - *Software Engineer*

Apr 2016 - May 2018

- Build and design an educational platform **kodinglab** for computer science students through an interactive environment
- Maintain and test different services through different environments providing stable and reliable release cycles
- Develop internal services to help the development cycle in the team

### Robusta Studio, Cairo - *Android Intern*

July 2014 - September 2014

- Develop a native Android game, communicating with a REST API and integrated with a Facebook app

## MAIN SKILLS

**Languages** | JavaScript -Node.js®-, Python, Java

**Datastores** | Mongodb, MySQL, PostgreSQL, Redis

**Tools, Services and Technologies** | Git, Linux, Jenkins, Nginx, CircleCI, Docker, ESLint, Swagger (OpenAPI), AWS & DigitalOcean Cloud Services, Web Sockets

**Testing** | Mocha, Chai, Jest

## EXTRA ACTIVITIES

### German University in Cairo - *Junior Teaching Assistant*

2014 - 2017

[Introduction to Computer Science, Introduction to Computer Programming, Data Structures and Algorithms, Computer Programming Lab, Software Engineering]