Firas Elayan

Software Engineer

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About Me

Software Engineer experienced in contributing to backend development, scalable APIs, and data-driven platforms. Proficient in Python, Java, C, and SQL with hands-on experience in AI, real-time applications, and cloud systems. Strong collaborator in agile teams, focused on reliability, performance, and delivering practical solutions.

Experience

Mantika Al Consultancy Ltd | Software Engineer Dec 2024 -

- **Develop and maintain backend services** powering an Al-driven real estate platform handling over **3.5 million property listings**, including structured data, embeddings, images, and locality metadata.
- **Build and optimize APIs and data pipelines** that enable property search, recommendations, and analytics across millions of records.
- Collaborate within the engineering team using Agile practices, conducting code reviews, testing, and documentation to ensure scalable deployments.
- Optimize large-scale data processing workflows, improving system throughput and ensuring reliable delivery of property data.
- Contributed to development and integration of AI/ML models for semantic search and property recommendations, supporting production deployment of the platform.

Projects

Augmented Reality On-Campus Companion Application | Software Engineer Sept 2023 - Apr 2024

- **Developed AR-based prototype** in Unity with on-campus navigation, location tracking, and real-time event updates.
- Optimized Firebase backend for real-time data and authentication, supporting up to 1,000 concurrent users.
- Authored SRS documentation detailing 50+ requirements for system performance and stakeholder alignment.
- Achieved 95.8% code coverage through 70+ tests, ensuring AR functionality reliability and accuracy.

Software Design: Development of Ride-Sharing Application | Software Engineer Jan 2023 - Apr 2023

- Led 12+ brainstorming sessions, boosting team collaboration and productivity.
- Authored SRS document with 40+ requirements, ensuring clear project guidelines and alignment.
- Developed Android prototype in Java with 85% functionality, achieving stable performance on real devices.
- Designed scalable architecture (PAC and repository models), supporting user growth and system expansion.

Education

Bachelor of Engineering: Software Engineering | McMaster University Sep 2020 - Apr 2024

Relevant coursework: Data Structures, Databases, Software Testing, Networks & Security

Skills

Hard:

Python, Java, C, Postgres, SQL, JavaScript, Node.js, Artificial Intelligence/Machine Learning, React, C++, Go, Psycopg, Django, Verilog HDL, GitHub, Kotlin, Android Studio, Shell scripting, HTML, CSS, AWS, Agile development, Cloud computing, Computer networking, Computer graphics, User interfaces, Software testing, CI/CD, Scalability, Security.

Soft:

Team Collaboration, Problem-Solving, Critical Thinking, Adaptability, Effective Communication, Initiative, Attention to Detail, Time Management.