

I am a highly motivated and solutions-oriented individual with excellent experience in front-end software development. I started learning Java and Android back in 2013 during my bachelor studies. After a while, I started working in a local tech startup named [Esperlos](#) and over the course of 2 years participated in the development lifecycle of an Ecommerce native Android app named “Sahel Food”. Some technologies used in this product were:

- Hilt DI library
- MVVM + Clean architecture
- Android View library + Kotlin synthetic
- RxJava
- ButterKnife
- RecyclerView
- Custom views

After that I started to study in a master program of Computer Science in Canada, during which, the most common programming language I used for school projects was Python (in addition to Pytorch and Tensorflow for ML projects). My thesis was to [Fine-tune a General Transformer Model on Story-lines of IMDB Movies Database](#) which I developed via PyTorch library.

After graduation, I started as an Android developer in [TradeRev](#) company (now a subsidiary of OPENLANE) and over the course of 4 months, I worked on [TradeRev Android app](#). Some of my responsibilities were:

- Cooperating in migration from Android View library to Jetpack Compose.
- Migration from LiveData to SharedFlow/StateFlow API.
- Adding functionality for uploading photos from gallery to the server.
- Further developing the dependency injection module of the app using Koin library.
- Migrating DataSources of the app from PositionalDataSource to PagingSource (from paging 2 to paging 3).
- Migrating legacy code's architecture from MVP to MVVM.
- Migration from ButterKnife/Synthetic to ViewBinding library.
- Migrating some legacy Java code to Kotlin.
- Resolving business logic issues/bugs.

After finishing my work contract, I'm currently working on some personal projects; the most notable of them is named [Game Hub](#). It's a native Android app for browsing the latest news about video games; published to Google Play store. Some of the technologies I used in this app are as follows:

- Jetpack Compose + Accompanist for UI
- Lottie animations in Compose
- Dagger hilt for DI
- Room + DataStore for data storage
- DownloadManager
- WebView
- okhttp + Retrofit for network connection
- JUnit + Turbine + Truth for unit testing
- MockK for mock testing
- MVVM + Clean architecture

I am currently in the process of converting GameHub to a multi-platform project (KMM); hence, I am migrating from aforementioned libraries to native Kotlin solutions such as Koin, Ktor, and Realm.

Other than general Android apps, I always took an interest in Machine Learning and how to implement it in mobile devices. [ML-Kit demo](#) is a collection of all AI-related apps I have developed so far on Android with the use of ML-Kit library. The AI techniques used in this demo app include but are not limited to:

- Face mesh detection
- Text recognition
- Pose detection
- Selfie segmentation
- Object detection
- Barcode scanner
- Image labeling
- Face detection
- Live camera translator
- Digital ink recognition

Apart from native Android apps, I always took an interest in multiplatform frontend technologies and 2 of the most common languages in this concern are JS/TS (through React Native and NodeJS) and Dart (through Flutter). I am currently studying and extending my experience of these platforms (but unfortunately, don't have a complete app yet to showcase my knowledge of these technologies).

I hope that my next job opportunity gives me the chance to extend both my professional experience and social network. I believe the best way of being a team-player is to grow and help others grow alongside me.