I am a highly motivated and solutions-oriented individual with excellent experience in 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 of an Ecommerce native Android app named "Sahel Food".

After that, I started studying in a master program of Computer Science in Canada, during which I mostly used Python programming language (mainly Pytorch and Tensorflow). 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, worked on refactoring and migrating OPENLANE app to modern Android development paradigms.

After finishing my contract with OPENLANE, I started to work as a Senior Android Developer in ONTAB and developed native Android payment apps on point-of-sale devices. The whole lifecycle of the application (including design, development, and maintenance) was performed by me. Some technologies used in this app were as follows:

- Jetpack Compose
- OkHttp
- Retrofit
- Hilt

I am currently working on some personal projects; the most notable of them is Game Hub; a native Android app for browsing the latest news about video games, published to Google Play store. I am currently in the process of migrating this app to React Native.

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.