

EXPERIENCE

Mobile Application Developer at Unilever - Full-time

02 2024 — Present

- I played a pivotal role in enhancing an order, invoice, customer, stocks, and inventory management system tailored for customer service representatives. My responsibilities included refactoring legacy code to modern Android development standards, implementing new features, and conducting bug fixes to improve efficiency and user experience.

Android developer at Hmaserv - Full-time

07 2023 — 01 2024

- I played a central role in developing an e-commerce app [Cezma](#) with distinct layouts for users and resellers. I implemented core functionalities such as authentication, real-time chat, cart management, secure payment gateways, order and product management systems, and advanced search and filtering features to enhance performance and user experience.
- Managed and optimized the continued functionality and performance of legacy Java applications such as: Max-Ott, v12, Mega Player, Pop Tv, and Cinema Prime.
- I played a pivotal role in developing and enhancing Cinema Prime, a premier Lean back streaming app for Android TV. My responsibilities included bug fixing, UI feature implementation, and ensuring a seamless user experience.

Android developer at Orange Digital Center - Internship

03 2023 — 04 2023

- Created a native Android app in Kotlin, specializing in diverse global recipes for home cooking. Implemented advanced technologies such as MVVM, Kotlin Flows, View Binding, Navigation Component, Kotlin Coroutines, Retrofit2, Dagger Hilt, Room Database, Firebase Authentication, and Glide for optimal functionality and user experience.

Mobile Application Developer - Freelance

02 2023 — Present

- Developed S-Mart, a groundbreaking app prototype for a startup venture, transforming the shopping experience by seamlessly integrating a barcode scanner device via BLE directly into users' shopping carts. This innovative app allows users to effortlessly scan product barcodes, access prices, add items to carts, and complete transactions with convenient credit card payment options, revolutionizing retail with cutting-edge technology.
- Led the development of EF Cookware, overseeing two apps—one for clients and another for delivery representatives—streamlining order processing and tracking. Clients receive real-time updates and tracking IDs, while reps manage orders efficiently on the go. Admin dashboard facilitates order monitoring, rep assignments, and flexible roster management for seamless operations.

PROJECTS

Valorant Guide

- Valorant Guide is an Android app offering comprehensive information about the popular game Valorant. Utilizes Kotlin, Jetpack Compose, MVVM architecture with Hilt for DI, Room for database, Retrofit for networking, Moshi for JSON parsing, Coil for image loading, and Material Design components. Features detailed game data, modularized code, single activity architecture, ViewModel for UI data management, and LeakCanary for memory leak detection.

Rick And Morty

- A meticulously crafted Android Kotlin View App showcasing proficiency in modern Android development. Utilizes cutting-edge libraries like Hilt, Retrofit, Room, Firebase Auth, and Material 3 for efficient dependency injection, network interactions, data management, authentication, and UI design. Features advanced functionalities such as filtering, pagination, search, and synchronization, demonstrating expertise in Android app development. Retrofit2, Dagger Hilt.

EDUCATION

Associate Android Developer

Information Technology Institute (ITI)

08 2022 — 12 2022

- 4-month Associate Android Developer scholarship, proficient in Java and Kotlin programming, Android app development, Git and GitHub for source control and collaboration, and Android security best practices.

Bachelor of Accounting

Faculty of Commerce - Alexandria Academy

Degree: Very Good

09 2019 — 06 2023

SKILLS

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| • Java & Kotlin & Dart | • Jetpack Compose | • Dagger Hilt | • Postman & REST APIs |
| • OOP & Solid Principles | • Mvvm - Mvp - Mvc - Mvi | • Firebase | • Git-Gitlab-Github |
| • Android Development | • Room - Realm | • Android Testing | • Clean Architecture |
| • Flutter Development | • Ktor - Retrofit | • Data Structures & Algorithms | • Design Patterns |