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Software developer specialized in Mobile apps development

Profile Summary

Eager and dedicated Software Developer with three years of experience in mobile development, encompassing one year of expertise in native Android and 2 years using Flutter. Additionally, boasting one year of proficiency in full-stack development, with a strong background in game development using Unity and expertise in artificial intelligence. I am actively pursuing a dynamic Software Engineer position where I can apply my versatile skill set to drive innovation in project development.

Employment

Full stack Software Developer   **249Startups**   **March 2023 until now**

VentureX: A system that provides fund for local startups.

• As the lead developer responsible for enhancing our internal company systems, I used ReactJS and NestJS, two powerful technologies for developing web apps.

• Served as a bridge between various departments within the company, actively engaging with them to understand their unique.

• Developed a platform for financial requests, this platform helped fund startups with an amount that's more than 110,000 euro.

Product Team Lead   **Fekra**   **Sep 2022 until Jan 2023**

Foodo: Mobile app for selling the remaining restaurants food to customers instead of throwing it away using Flutter (Dart) and Firebase

• I spearheaded the development of Foodo, a mobile application designed to curb food wastage by enabling restaurants to sell their surplus food directly to customers.

• Had the responsibility of project management, task allocation, and the critical function of conducting code reviews. which ensured code quality and consistency.

• Mentored and guided a team of four junior developers through the intricacies of our source code's software architecture and imparting best practices in Flutter development.

Software developer   **Fekra**   **Dec 2021 until Aug 2022**

Shrek: Service providing customer mobile app using Flutter (Dart) and Firebase.

• Collaborated closely with the UI/UX team, ensuring the flawless execution of our design. Ensuring the production of a user-friendly and error-free interface.

• I contributed to the functionality of the app by devising three distinct methods for booking services: users could order a service, explore in-chat offers, or directly book a service.

• Furthermore, I fortified the app's security posture by implementing Firebase security roles and conducting rigorous unit tests.

Software developer   **Exit:Fund**   **Dec 2020 to Nov 2021**

Doctorbase: Healthcare mobile app that lets patient have Virtual visits with, developed using Flutter (Dart) and Firebase (Google Play).

• Refined the app's user interface, ensuring it met the highest standards of design precision and visual appeal, we achieved a pixel-perfect design, enhancing the overall user experience.

• Focused on enhancing the app's chat functionality. By improving file upload/download processes and implementing intuitive image thumbnails.

• Actively participated in shaping the app's features and contributed to strategic business planning.

Android apps developer   **Fekra**   **May 2019 until Apr 2020**

Simsimy: Two android apps for parental control using Java.

• Developed the first application, which is a home launcher app designed to empower parents in managing their child's access to various apps and videos.

• Built The second app, tailored for parents, allows parents to schedule their child's screen time, effectively managing and allocating allowances for digital usage.

Education

Sudan, Khartoum   **University of Khartoum**   **Oct 2015 to May 2022**

• **Major:** Civil engineering, B.S.C.

• **Programming courses:** Computer programming basics, Applications of programming in civil engineering using Fortran.

• **Graduation project:** Prediction of concrete compressive strength using neural networks.

Publications

Published 2 papers on the 10th ICAT conference (Proceedings) Nov 2022 :

• Artificial intelligence approach for predicting the compressive strength of concrete mixture.

• Prediction of soil's compaction characteristics using artificial neural networks.

Software Projects

Manga Online (Google Play)

• Developed an Android mobile app using Java that allows users to scrape and read Japanese comics (manga) that has 500,000 downloads on Google play.

• Utilised: Native android using Java, XML, Flutter using dart and Web scrapping.

Werewolf Online (Github)

• Developed a multi-player werewolf game which consists of an Android app and NodeJs server.

• Utilised: Native android using Java, XML, JavaScript, Node.js, Express, Socket.io and WebRtc.

Plants vs Zombies 3d Clone (YouTube)

• Developed a simple plants vs zombies game clone in 3d.

• Utilised: Git, Unity and C#.

Prediction of compressive strength using Artificial neural network (Github)

• Led a team of 3 to develop machine learning project that predicts the compressive strength of concrete mixture using ANN.

• Utilised: Python, Keras, Numpy, Pandas, Google Colab, Node.js using JavaScript, Html and CSS.

Skills

• **Programming languages:** Java, Kotlin, Dart, Python, Typescript, JavaScript, Html, Css, C#, Fortran.

• **Frameworks:** Android, Arduino, Flutter, Git, Keras, Numpy, Firebase, Unity, Node.js, WebRtc, NextJs, Google Colab, Django, ReactJs, NestJs.

• **Concepts:** Networking, Machine learning, Artificial intelligence, Backend development, Object oriented programming, JSON, Rest API, Game development, Problem solving, algorithms and data structures, Scientific research.

• **Soft skills:** good communication skills, Excellent time management, Fast learner, very patient, love collaboration and great adaptability.

• **Languages:** Arabic (Native), English (Expert), French (Beginner)