

## Employment

---

<b>Software Engineer</b>	<b>ocono GmbH</b>	<b>November 2017 - Present</b>
--------------------------	-------------------	--------------------------------

- Part of a 3 person team working on the ads delivery engine that handles millions of requests per hour.

<b>Sr. Software &amp; Platform Engineer</b>	<b>zlabs (zlien.com)</b>	<b>March 2013 - October 2017</b>
---	--------------------------	----------------------------------

- Leading a team designing & developing an internal platform for data verification and research process.
- Migrating zlien.com's platform to a microservices based architecture.
- Designing & building zlien's API that ingests 100K+ transactions every week from our customers' systems.
- Reduced release time from an average of 1-2 days, to an average of 3-7 minutes by automating the process.
- Turned the few downtimes a week into 99.9% uptime of the platform for the past 4 years.
- Administrating Git source repositories, defining branching strategies and tutoring a team of 13 about it.

<b>Software Engineer</b>	<b>Inmobly</b>	<b>January 2012 - May 2012</b>
--------------------------	----------------	--------------------------------

- Learned and used Python to develop & deploy backends that recorded video streams and streamed them to two mobile apps though RESTful APIs in under 5 months.

<b>Lead Software Engineer</b>	<b>Wuzzuf.net</b>	<b>April 2010 - April 2011</b>
-------------------------------	-------------------	--------------------------------

- Designed, and lead the team to implement the software and infrastructure architecture that handles 5 million CVs and 1M+ of job postings.

<b>Software Engineer</b>	<b>Citex Software</b>	<b>April 2010 - April 2011</b>
--------------------------	-----------------------	--------------------------------

- Reverse engineered on-premise industrial printing system workflow & developed an online drupal system to integrate with it in order to provide online ordering features to customers.
- Created a PHP template engine reducing the amount of templating development work to 20%.

<b>PHP Developer</b>	<b>Media International</b>	<b>January 2007 - September 2008</b>
----------------------	----------------------------	--------------------------------------

- Developed and maintained various PHP projects.
- Deployed and maintained linux, web, database servers, MySQL replication, and load balancers.

<b>PHP Developer</b>	<b>20at.com</b>	<b>January 2004 - December 2006</b>
----------------------	-----------------	-------------------------------------

- A rebellious first of a kind editorial website by youth in the middle east
- Rebuilt the website from scratch and migrated the old data to the new system.
  - My first real world project was a crowd sourcing elections monitoring and reporting platform.

## Education

---

<b>Cairo, Egypt</b>	<b>University of Cairo</b>	<b>Fall 2000 - May 2005</b>
---------------------	----------------------------	-----------------------------

- Dropped out of a B.S.E. in Computer Engineering for personal and family reasons. (Fall 2003 - Summer 2007).

## Open Source Projects

---

- **Toggl Target** (2013). A tool to plan working hours distribution in order to achieve monthly goals. The project is used as the first example in the official Toggl API documentation. Python, Requests.
- **Grid Status Now** (2014). Egypt's power grid load status as an open source web service. PHP, Symfony.
- **Power Close** (2014). A browser addon to close tabs based on domain or keyword. JavaScript, Firefox, Chrome.

## Programming Languages & Technologies

---

- PHP; Python; Bash; SQL; JavaScript;
- Linux; Apache; MySQL; Git; Mercurial; Docker; Docker Swarm; Ansible; Amazon Web Services (AWS);
- Vim; PhpStorm; PyCharm; Emacs; Netbeans; Eclipse; Sublime Text;
- Recently started learning/revising: C; Go; Linux System Programming;

## Additional Links & Info

---

- **Linkedin Profile:** <https://www.linkedin.com/in/mosab>
- **Github Profile:** <https://www.github.com/mos3abof>
- **Personal Website:** <https://www.mos3abof.com>