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Profile

Experienced Senior Android Engineer with a proven track record of delivering successful applications widely used and praised by diverse user bases. With over six years in the field, I bring a blend of technical expertise and soft skills to the table. Renowned for my detail-oriented approach, problem-solving abilities, and effective communication skills, I thrive in collaborative environments. Known for my ability to handle pressure and meet tight deadlines without compromising quality, I bring a positive, fun-loving attitude to every project, making me a valued and trusted member of any team.

Education

- Bachelor's degree in Software Engineering (2011 — 2016)
- [University of Palestine](#)

Work Experience

[Cassbana](#) Sep, 2022 — Jan, 2023

Senior Android Engineer

- I led the development of the [CashKeteb](#) app's wallet module, focusing on implementing essential payment functionalities such as wallet top-up, peer-to-peer transfers, and bill payments. I ensured a seamless user experience by integrating Vodafone Cash and Fawry through official SDKs and custom APIs developed in collaboration with the backend team.
- Utilizing rigorous unit testing and analytical tools like CleverTap and Firebase, I ensured the reliability and performance of the wallet module while providing actionable insights to the marketing team.
- I collaborated closely with the UX team to prioritize user-centric design principles, delivering an intuitive interface and enhancing overall user satisfaction
- I am extremely proud of the team's hard work and dedication that resulted in the successful beta release of the wallet module within the first month, we saw a 30% increase in users signing up for the app's wallet feature, which is a testament to the convenience and reliability of the payment flow we designed.

Matajer & Ibtikarat Jan, 2021 — Sep, 2022

Senior Android Developer

- There are two different teams in the company, the Ibtikarat team works on developing software development solutions for clients, and the Matajer team works on maintaining a huge existing product called (Matajer).
(Matajer) is subscription-based software that allows anyone to set up an online store and sell their products, similar to Shopify but focusing on the MENA region.
- When I joined the Matajer project, I realized that the codebase was complex and needed significant improvements. As part of the project, I converted the entire codebase from Java to Kotlin, and refactored nearly every class, resulting in code that is now more maintainable and easier to understand. This conversion also led to a significant improvement in productivity, code safety, and enhanced readability. I also undertook extensive code optimization and worked on optimizing resources and project architecture, resulting in improved app performance and reduced app size.
- Additionally, in order to streamline the process of testing and publishing each store, I introduced Fastlane, which allowed me to run a few commands and finish the process in a few minutes rather than several days when updating each app manually.
- During my tenure at Matajer, I maintained over 50 live apps on the Play Store, all of which were solely managed by me. These apps subscribed to the Matajer platform and received positive reviews from clients, reflecting their satisfaction with the services provided. Notably, I had the opportunity to maintain the official store for (Itihad Club), a significant client of the company.
- When I was on the Ibtikarat team, I worked on several Android projects from scratch, each presenting unique challenges and solutions. I take pride in successfully publishing each project into production, resulting in a high level of user and client satisfaction. The last project I worked on in Ibtikarat was a deal/coupons aggregator app called (Coubonak), the app is currently available at the Play Store with 5k downloads and perfect 5 stars rating from almost 1000 reviews.

Selsela Information Technology Sep, 2019 — Dec, 2020

Senior Android Developer

- As part of a team of five Android Developers, each assigned to a different project, I realized that there was room for improvement in the workflow and collaboration between developers. I suggested this to the project manager and CEO, who welcomed my input and appointed me as the Android Team Leader.
- In this role, I took charge of managing all technical aspects of Android apps. With my guidance, the team successfully delivered 10+ Android apps that received high customer satisfaction ratings. My emphasis on collaboration and high-quality work also resulted in multiple bonuses from the company, and I was responsible for supervising and elevating the skills of several Android Developer Interns.
- As a key member of the team, I worked closely with the CEO, CTO, project managers, and other team leaders in most production meetings and discussions. This allowed me to play an active role in shaping the direction of the company's Android development efforts.

Effects For Consultations & Development Jun, 2018 — May, 2019

Android Developer

- As the lead developer on a massive e-commerce project, I was tasked with refactoring the incomplete codebase. I was involved in every stage of the refactoring process, from analysis and design to development. My efforts resulted in increased performance, reduced app size, and a smoother user experience free from lag and major bugs. These improvements boosted the app's rating from 2.5 stars to 4.1 and increased downloads by 50%, all within just three months.
- After the success of the e-commerce project, I took on a new challenge of developing an Android app for showcasing heavy machinery equipment for construction companies. While the project was not published on the Play Store for public use, it was developed for the client's internal network. We received positive feedback from the client, who was highly satisfied with the end result. I was involved in all development stages, from requirement gathering and design to implementation, ensuring that the client's needs were met at every step.

AraPeak Feb, 2018 — May, 2018

Android Developer

- When I joined the team, there was an ongoing project with two Android developers already working on it. My initial responsibility was to develop a separate module for the project, which I accomplished flawlessly. However, I quickly identified that the project was suffering from some serious technical issues and was heavily reliant on unmaintained open-source libraries.
- I proposed a revamp and restructuring of the entire project to resolve these issues, and after some discussions with the team, the company leadership approved my suggestion. I took on the role of project lead and worked closely with the other developers to rebuild the project from the ground up. Through effective communication and leadership, we were able to deliver the first beta release within the deadline.
- The feedback from our customers was overwhelmingly positive, and the project was received with great satisfaction. I am proud of my contribution to rebuilding the project and leading the team through a successful release.

Unit One Group May, 2017 — Jan, 2018

Junior Android Developer

- Initially, I was responsible for maintaining and enhancing the performance of multiple small existing apps on the Play Store by continuously fixing bugs and occasionally adding new features. After that, I was entrusted with leading the development of a couple of new small projects from scratch.
- The first project was a news app that utilized XML parsing to retrieve data from RSS feeds. I played a key role in designing and developing the app architecture, implementing the UI/UX design, and optimizing the app's performance for a seamless user experience.
- The second project involved developing a local event aggregator that utilized REST-API. I was responsible for leading the development of the app, ensuring that it met the client's requirements, and delivering the app on time.

- Through my high commitment and successful teamwork, I was able to successfully launch two applications on the Play Store, meeting all project deadlines. I take pride in the fact that both the client and users were extremely pleased with the final outcome, which is a testament to my effective collaboration skills and dedication to delivering high-quality work.

Unit One Group Jun, 2016 — Apr, 2017

QA Engineer

My role consisted of three key stages:

1. Collaborating with the CTO to analyze software requirements.
2. Working alongside the QA Leader to document relevant information.
3. draft a comprehensive SRS, and collaborate with the development team to ensure thorough testing and client satisfaction.

By doing so, I helped accelerate delivery deadlines and ultimately improved customer satisfaction for the company.

Technical Skills

Excellent hands-on experience in many areas such as:

- Kotlin & Java (6+ years).
- I excel in Agile SCRUM environments.
- Architecture Patterns: Clean Architecture, MVVM, MVI, MVC, MVP.
- Android SDK, Google Play Services and Android Compatibility Library
- Jetpack: Compose, Navigation Components, ViewModel, LiveData, StateFlow, DataBinding.
- Dependency Injection: Hilt, Dagger2, Koin.
- Concurrency: Kotlin Coroutines, RxAndroid/RxJava.
- Local Databases: Room, SQLDelight, Realm.
- API: Retrofit, Volley, Gson, Moshi, GraphQL.
- Google & Firebase: Maps API, Cloud Messaging, Firestore, Real-Time DB, Crashlytics.
- CI/CD: GitHub, Fastlane, Jenkins.
- Paging 3, DataStore, AlarmManager, WorkManager,, Unit Testing.
- ExoPlayer, CameraX, FFmpeg Kit.

Featured Projects

❖ **Coubonak**

- About: An application specialized in collecting the best discount coupons from various stores.

- Technologies and Libraries: Kotlin, Jetpack Compose, MVVM, Hilt, Paging-3, Coroutines + Flow, Retrofit, Moshi, Room, Datastore, Lottie, Glide, Fastlane.
- Feedback: 10,000+ Downloads, 4.9 star (1.08K reviews)
- PlayStore URL: <https://play.google.com/store/apps/details?id=com.coubonak.app>

❖ CashKateb

- About: Free, Secure and digital ledger book keeping for your small business. Record transactions, track debts and send free reminders to customers for pending dues conveniently.
- Technologies and Libraries: Kotlin, MVVM Clean Arch, Hilt, Coroutines + Flow, Retrofit, Gson, Room, Datastore, Lottie, Glide, Jenkins.
- Feedback: 100,000+ Downloads, 4.4 star (1.16K reviews)
- PlayStore URL: <https://play.google.com/store/apps/details?id=com.cassbana.cashkateb>

❖ Matajer

- About: Dedicated to e-commerce owners of the Matajer platform that allows the management of orders and products.
- Technologies and Libraries: Java, MVVM, Dagger2, RxAndroid, Retrofit, Gson, Room, Lottie, Fresco, Fastlane.
- Feedback: 10,000+ Downloads, 4.3 star (329 reviews)
- PlayStore URL: <https://play.google.com/store/apps/details?id=com.matajer.seller>

❖ NS Gamer

- About: Oman's top online store for gaming needs, offering video games, consoles, PC hardware, and accessories.
- Technologies and Libraries: Kotlin, MVVM, Coroutines, Retrofit, LiveData, Firebase, Picasso.
- Feedback: 10,000+ Downloads, 4.6 star (167 reviews)
- PlayStore URL: <https://play.google.com/store/apps/details?id=com.matajer.nsgamer>

❖ Pilot

- About: Pilot lets you request a ride, get a car with a nearby driver, and enjoy a ride to your destination. Or, you can ask a driver to deliver anything you want to any destination you choose.
- Technologies and Libraries: Kotlin, MVVM, Hilt, Coroutines, Retrofit, LiveData, Google Maps API, Gson, Firebase, Firestore.
- Feedback: 1,000+ Downloads
- PlayStore URL: <https://play.google.com/store/apps/details?id=com.ibtikarat.pinkapp>

Browse the rest of my project here: <https://alaaz.dev/>