ALI HABBASH

SENIOR MOBILE ENGINEER

INFO

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SKILLS

- Flutter and Dart.
- Java and Kotlin.
- Reactive programming.
- CI/CD.
- Unit testing.
- Json and concurrency.
- Version control tools.
- Jira, azure devops, and trello.
- Problem-Solving.
- Design Thinking.
- Collaboration and Adaptability.
- Attention to detail.
- Strong Communication.

EDUCATION

BACHELOR OF TECHNOLOGY

Aleppo University

2013- 2019

PROFILE

A highly experienced mobile developer with 7+ years of expertise in analyzing, designing, and developing a variety of mobile applications with strong creative and analytical skills. Excel at collaborating with cross-functional teams to drive innovation and deliver exceptional results. With a keen eye for detail and thrive in a fast-paced environment that requires flexibility and adaptability.

EXPERIENCE

DevGurus.ai (Sep 2022 - Present) ↗

Senior Mobile Developer

- Increased the user base to over 500 active users; actively refining features to optimize client acquisition, with ongoing development.
- Upgraded two apps to a newer architecture, improving performance by 55% and reducing size by 26%.
- Enhanced system responsiveness by 40% and enabled 90% offline access, significantly improving user experience and decreasing server load by 60%.
- Developed unit tests, reaching 75% coverage, thereby elevating code quality and maintainability.

Stack: Jira, Flutter, Dart, Cubit, Getx, Firebase, Injectable.

Yolo GmbH (Feb 2022 - Oct 2023) ↗

Mobile Team Lead (Jan 2023 - Oct 2023)

- Provided technical support and coaching to a team of 4 developers, resulting in a 20% increase in sprint completion rates and a 15% reduction in bug reports.
- Improved code readability by 30% by refactoring code architecture and integrating the latest design patterns for optimized performance and scalability.
- Optimizing the user interface to enhance tablet usability, improving the overall user experience, and increasing accessibility by 33%.

Stack: Azure devops, Agile, CI/CD, Flutter, Dart.

LANGUAGES

INTERESTS

- React Native.
- React.
- Swift.
- Learning languages.
- Swimming.
- Walking.
- Learning new skill.

CERTIFICATES

- Software Engineering 18 certificates ⬚
- Project management 6 certificates ⬚
- Misc. 5 certificates ⬚

Senior Mobile Developer (Feb 2022 - Jan 2023)

- Efficiently refactored app features to automate 80% of tests, resulting in improved code quality, maintenance, and test coverage.
- Utilized advanced state management techniques, including the Bloc pattern and cubit, to ensure efficient and scalable application development, reducing the application's loading time by 36%.
- Boosted app stability and performance by 23%, reducing app crashes by 15% and improving app launch time by 30% through successful refactoring and optimization efforts.

Stack: Flutter, Dart, Bloc, Cubit, Hive, Dartz.

Kuwaitnet (Feb 2021 - Feb 2022) ⬚
Mobile developer

- Developed three games using Flutter, leveraging its cross-platform capabilities to target multiple platforms with one codebase which resulted in a 50% reduction in development time and cost.
- Attained over 1000+ active users for each game by creating engaging user experiences with intuitive interfaces and seamless gameplay.
- Integrated Flutter Web into each game, making them available as web apps and expanding the reach of the games to a wider audience, acquiring 5K users and a 20% increase in revenue.

Stack: Flame, Flutter, dart, Flutter web, Web socket, Agora RTC.

IoT robotics (Feb 2020 - Feb 2021)
Mobile developer

- Contributed to the successful launch of the company by developing and launching four applications that achieve strong sales figures resulting in a 30% increase in revenue.
- Leveraged Firebase and IoT integrations to enhance app functionality and improve the user experience, resulting in a 25% increase in user engagement.

Stack: Flutter, Dart, IoT Arduino cloud, Provider, Firebase.

Automata4 (Mar 2018 - Dec 2019) ⬚
Mobile developer

- Designed mobile applications with seamless links to APIs, ensuring efficient data transfer and optimized user experience, resulting in a 29% increase in app downloads.
- Implemented RxJava to facilitate state management, enabling robust and scalable application development, and reducing the number of bugs and errors by 15%.

Stack: Java, Kotlin, RxJava, Dagger2, data binding, Retrofit.