

ALI HABBASH

SENIOR MOBILE ENGINEER



INFO

- +963 931 440 412
- contact@ali-habbash.com
- Aleppo, Syria
- www.linkedin.com/in/alihabbash
- <https://github.com/alihabbash>
- <https://ali-habbash.com>

SKILLS

- Flutter and Dart.
- Native Android (Kotlin, Java).
- Native iOS (Swift, SwiftUI).
- Reactive programming.
- Clean Architecture & BLoC.
- CI/CD & Unit Testing.
- IoT & Hardware Integrations.
- Leadership & Collaboration.
- 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 8+ 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

Horizons Cloud (Dec 2025 - Present)

Senior Mobile Developer

- IoT Kiosk: Maintain a 24/7 Kotlin Android console controlling smart lockers via RS-485/Modbus RTU. Integrate thermal printing, dual QR scanning, and automated recovery.
- Driver App: Support a Flutter app with background SignalR dispatch, live Google Maps routing, and two-stage QR validation.
- Customer App: Develop and update a scalable Flutter B2C app featuring flexible subscriptions, order placement, and digital wallets with cashback. Implement dynamic QR code generation for contactless kiosk drop-offs and Apple Pay/Mada integrations.

Stack: Flutter, Dart, Kotlin, SignalR, Firebase, Jetpack Compose.

GameSafe (Sep 2022 - Dec 2025)

Senior Mobile Developer

- Increased the user base to over 500 active users through continuous feature refinement and client acquisition strategies.
- Spearheaded the enhancement of mobile applications, resulting in a 55% performance boost and a 26% reduction in size.
- Enhanced system responsiveness by 40% and enabled 90% offline access, significantly improving user experience and decreasing server load by 60%.
- Developed unit tests achieving 95% coverage, significantly improving code quality and maintainability.

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

LANGUAGES

- Arabic (Native proficiency)
- English (Fluent).
- German (Basic)

INTERESTS

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

CERTIFICATES

- Meta iOS Developer Professional Certificate [↗](#)
- Android Development Certifications [↗](#)
- Software Engineering certificates [↗](#)
- Project management certificates [↗](#)
- Misc. certificates [↗](#)

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.

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.