

# Yousef Elkammar

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As a mobile application developer, I am committed to designing and developing user-centric, high-quality products. I am constantly working to enhance my skills and stay current with the latest advancements. My passion for learning and development allows me to provide exceptional mobile application solutions.

## Experiences

- **Freelancer, Mobile Apps (Native Android & Flutter), Upwork (Dec 2022 - Present)**
  - Executed 1 contract involving the development of 4 mobile applications, receiving a 5-star rating from the client.
- **Intern, Orange Digital Center (Nov 2022 - Present)**
  - Undergoing training in mobile development.
  - Collaborating with software teams to publish useful apps in 3 months.
- **Trainee, Orange Digital Center (Sept 2022)**
  - Completed advanced Flutter training
  - Created ODC app that ranked first among workshop attendees.
- **Trainee, Faculty of Computers and Information Sciences - Ain Shams University (Aug 2022)**
  - Architected a notes application using Java, SQLite, MVVM, and Navigation Component.
  - Provided mentorship to 3 colleagues with latest Android technologies.
- **Trainee, Information Technology Institute (ITI) (Feb - Mar 2022)**
  - Completed 5 courses in Android development and deployed a To-do application.
- **Intern, The Sparks Foundation (Feb - Mar 2022)**
  - Coded a personal details app integrating Facebook and Google login APIs and reviewed the work of over 10 peers.

## Education

- **Junior Computer Science B.Sc. (3.26 CGPA), Faculty of Computers and Information Sciences - Ain Shams University. (2020 - 2024) (Expected)**
  - **Accomplishments:**
    - Received the "Best Project" certificate for a Flutter training project in the mid-year of 2022.
    - Placed in the "Top 5" for the Structured Programming contest.
- **Advanced Android Nanodegree, Udacity (2022)**
  - **Accomplishments:**
    - Acquired knowledge of the latest technologies such as Data & View Binding, Clean Architecture, Design principles (Motion layout, Canvas custom views, and Property Animation) Google maps, and Testing from Google's experts.
    - Structured and submitted 12+ projects for review by Udacity.
    - Learned about source control, Agile methodologies, and freelancing.

## Extracurricular Activities

- **Android Committee Vice-Head**
  - **Organization:** MSP-Tech Club -ASU, Cairo.
  - **Duration:** 2022-Oct – Current.
  - **Responsibilities:**
    - Instructing Android topics to newcomers over a 9 months season.
    - Interviewed over 50 applicants and chose 10 special members to create a team.
- **Science & Tech Vice-Head**
  - **Organization:** Open-Source Community -ASU, Cairo.
  - **Duration:** 2022-Oct – Current.
  - **Responsibilities:**
    - Instructing core computer science topics to over 25 members.
    - Participating in hackathons & competitions in the name of OSC -2 so far.
    - Organizing 3 workshops over the season for colleagues.
- **Android Committee member**
  - **Organization:** MSP-Tech Club -ASU, Cairo.
  - **Duration:** 2021-Sept – 2022-Oct.
  - **Responsibilities:**
    - Delivered 12+ tasks and 5 projects.
    - Shaped a comprehensive project including 5 Jetpack components.
    - Improved soft skills by lecturing and practice over 4 sessions.

## Skills:

- Proficient in **Java, Kotlin, Dart, Python**, and **C/C++**.
- Strong understanding and experience in **OOP** principles and practices, as demonstrated by an **A+** grade in college curriculum and reading "**Head-First OOAD**"
- Strong experience in **Singleton, Adapter, Factory, Builder**, and **Abstract** design patterns.
- Proficient in **MVC, MVP**, and **MVVM**, with experience in designing **scalable** code **architecture**.
- Proficient in **JUnit, Mockito, Espresso, unit, instrumented**, and **black box testing**.
- Proficient in using **Github**, with experience in **branching, merging**, and **collaboration**.
- Strong experience in working with **RESTful APIs** using **Retrofit, Dio**, and **Postman**.
- Strong experience in designing **responsive user-friendly** mobile applications.
- Familiar with web technologies such as **XML, JSON, HTML** and **parsing** them efficiently
- Strong experience in implementing **local storage** solutions such as **SQLite, SQFLite & RoomDB**.
- Strong experience in **utilizing Coroutines** for **threading** and **performance optimization**, able to identify and solve performance **bottlenecks**.
- Experienced in **Flutter** framework, with the ability to create **performant cross-platform apps**.
- Familiar with the full software **development lifecycle** from requirements gathering to deployment, with experience in **Agile** development methodologies.
- Familiar with working with relational databases such as **Oracle** and **SQL**, with the ability to design and implement **efficient data models** and perform **data manipulation**.

## Projects:

- **Carbon:**
  - Android chat application written in **Java** and **Kotlin**, integrating **Firebase, design patterns**, and **architecture patterns (MVC and MVVM)**.
  - The application mimics **WhatsApp's** most important features such as **video calls, stories, one-to-one chat, login, RTC** connection, and **phone verification**. made for college Data Structure curriculum.
- **Cocoon:**
  - Flutter-based mobile application created for **Orange Digital Center** as a **learning tool**.
  - Utilized technologies such as **Dio, Clean Architecture (MVVM), SQFLite**, and **Notifications**.
  - Collaborated with software teams to deliver based on **UI/UX** study while **passing testing scenarios**.
  - The application is planned for publication on both **App Store** and **Google Play Store**.
- **Location Reminder:**
  - A location-based reminder Android application developed using **Kotlin, RoomDB, MVVM, Firebase, Notifications, Navigation Component**, and **Google Material Design**.
  - Allows users to sign in with **Firebase UI** and displays reminders based on location using **Google maps**.
- **Loading Status:**
  - A single-activity application that utilizes **Kotlin, MVVM, Retrofit, Custom Views, Canvas, Motion Layout, property animations** and **Google Material Design**.
  - Displays notifications with download progress and a details activity with download details.
- **ODC:**
  - Flutter-based application developed in one week for Orange Digital Center
  - Coded in **Dart, Flutter, SQFLite, DIO, MediaQuery**, and **Cubit Bloc** Management. The application displays data from Orange's backend and allows users to store notes in a local database.
- **USB X/O:**
  - Demonstrates the **ability to transfer and listen to live data over USB connections**.
  - Allows players to connect their devices via **USB** and play the game in **real-time**, utilizing the full capabilities of the USB connection.
  - Shows my ability to work with USB connections real-time live data transfer.

## Volunteering

- **Computer Science Department Administrator**
  - **Organization:** Faculty of Computers and Information Sciences - Ain Shams University.
  - **Duration:** 2022-Oct – Current.
  - **Responsibilities:**
    - Advising CS students and providing support to help them succeed.
    - Communicating and relaying feedback between students and professors to ensure that the needs of both parties are met.
    - Keeping students informed by posting relevant materials and announcements from professors.
- **Registration Team Member**
  - **Organization:** Ain Shams University Career Center
  - **Duration:** 2022-Feb – current.
  - **Responsibilities:**
    - Registering and signing in attendees at 3 ASU Career Center events.
    - Collaborating with other teams to successfully plan and execute a large-scale employment fair with over 15,000 attendees.