Ahmad Kasabieh

Mobile Team Lead

A highly accomplished, skilled and organized front-end team lead with 3+ years of experience who is highly-skilled with Flutter, Java/Kotlin and Swift. In addition to an experience in creating and designing softwares in a test-driven environment.

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PROGRAMMING LANGUAGES

Flutter   Java   Python   C#   C++   C   HTML   JavaScript   JQuery   PHP

WORK EXPERIENCE

Mobile Team Lead

Layer

06/2022 - Present   *Remotely*
Banking solutions
Achievements/Tasks

- Successfully led a team of 5 developers to deliver high-quality mobile applications on time, meeting or exceeding client expectations.
- Mentored and coached junior and senior developers, resulting in their growth and development of skills and knowledge.
- Participated in the analysis for new systems/applications, providing valuable insights into technical feasibility.
- Provided timely and accurate estimates for development solutions, which resulted in better project planning and execution.
- Introduced new technologies and techniques to the team, such as CUBITs, which enhanced their ability to build better products.
- Collaborated with cross-functional teams to ensure successful project delivery, including working with product managers, UX designers and QA testers.
- Developed reusable code libraries and implemented design patterns, resulting in ameliorated code quality and reduced development time.
- Provided feedback to the team and individuals on their performance, which improved team dynamics and individual growth.

Mobile Developer (Flutter)

Layer

01/2020 - 08/2022   *Remotely*
Banking solutions
Achievements/Tasks

- Developed and delivered core banking features for multiple banking applications on time.
- Refactored legacy code, resulting in a 50% reduction in app crashes and improving app stability.
- Built mobile applications from scratch using modern UI frameworks, resulting in positive user feedback.
- Created animation views using Lottie and Flare packages, improving app user experience and engagement.
- Implemented localization across multiple banking applications, making them accessible to users in different countries and languages.
- Integrated push notifications and Firebase Analytics, providing valuable insights into user behavior and enabling data-driven decisions.
- Developed Android/iOS specific plugins, such as an AR plugin, resulting in a 10% increase in app downloads.
- Actively contributed to team code reviews and collaborated with cross-functional teams to ensure successful project delivery.
- Kept up-to-date with the latest industry trends and technologies and shared knowledge with team members, improving team skills and capabilities.

PERSONAL PROJECTS

WKBeast (09/2021 - Present) ⬈

- Flutter was used to create the WKBeast mobile app which was uploaded on both App Store and Google Play with over 50,000 downloads and an average of 4.8 stars. This app helps with buying and selling cryptocurrency.
- The customer opens the app, registers and then inputs his OTP which then gets redirected to the home page where he can fill in the form and either shares his location or selects his location from the dropdown. Upon submission, a notification is sent to the drivers with all the information attached to the payload and whoever accepts this order first gets to deliver it.

Stylish by Hazem (08/2020 - Present) ⬈

- Flutter was used to create the "Stylish by Hazem" mobile app which was uploaded on both App Store and Google Play with over 10,000 downloads with an average of 4.7 stars. This app helps organizing appointment scheduling between the barber and his customers.
- The customer opens the app, registers and then inputs his OTP which then gets redirected to the home page where he can see his profile, how many coins he accumulated and the appointment scheduling process.

Final Year Project (06/2019 - 12/2019)

- Java was used to create the private Red Cross mobile app that helps dispatching teams in each branch by sending a notification to its members. When the team is dispatched, the branch's chief gets to see each member's current location (live location) which helps with splitting the teams for future dispatches.

Unity Games (01/2018 - 04/2019)

- An RPG game where you have a character, you level him up by killing NPCs. You also get to buy weapons after collecting money from killing NPCs.

RuneScape Bots (01/2015 - 01/2018)

- Wrote private bots for the famous game "RuneScape" using Java which were sold on multiple platforms.

Argotta (06/2016 - 12/2016)

- Worked on a Multi-lingual chat mobile application using Java, I select a language, you select a language, we chat, we both receive messages in our respective languages.

EDUCATION

Bachelor of Science in Computer Science
American University of Beirut

10/2015 - 12/2019   *Beirut, Lebanon*

CERTIFICATES

Artificial Intelligence ⬈
Udemy

Deep Learning ⬈
Udemy

Ethical Hacking ⬈
Udemy

Python & Ethical Hacking ⬈
Udemy

Network Hacking - Intermediate to Advanced ⬈
Udemy

Unity Game Developer 3D ⬈
Udemy

LANGUAGES

Arabic
Native or Bilingual Proficiency

English
Full Professional Proficiency

French
Full Professional Proficiency

INTERESTS

Football   Swimming   Jogging