

Alzobair Elkhalfifa

📍 Dubai, United Arab Emirates ✉ alziber50@gmail.com ☎ +971561921453 🌐 in/alziber50 🖱 alzobair.vercel.app

SUMMARY

High Skilled Software developer with high attention to details. I have 4 years as Mobile developer (Flutter and Android Native) and 1 year of experience as a Full-Stack developer. My passion for learning helped me explore different fields, such as Game Development, Artificial Intelligence, and Information technology.

EXPERIENCE

SoftwareDeveloper - Flutter

Al Maktoum Neo Tech

May 2024 - Now, Dubai, UAE

- Participated in NeoOne, a mobile app that features blockchain crypto payments, mobile banking and open banking.
- Developed and enhanced main modules of a Flutter flight booking web application, implementing secure crypto and card payment processing using Dart and third-party payment gateways.
- Inducted code optimization and memory leak investigation to increase the flight search speed by 2x the speed.
- Integrated complex RESTful APIs in the flight search process.
- Refactored the project's router from GetX to GoRouter for better web navigation experience.

Software Developer - Fullstack

249Startups

March 2023 - July 2024, Cairo, Egypt

- Created the Gaith funding program, which funded startups with over 2,000,000 euros, by Building and managing the Venture X platform using NextJs for the front-end and NestJs for the back-end (TypeScript).
- Enabled a 70% increase in operational efficiency by engineering automated processes across key staff workflows in the Venture X platform using TypeScript, NextJs, and NestJs.
- Designed tracking systems, enabling 3rd party investors to monitor fund distribution across multiple process steps.

Software developer - Flutter

Fekra

December 2021 - January 2023, Khartoum, Sudan

- Directed recruitment and task distribution for four junior Flutter developers, while providing guidance on code architecture using Dart and Git.
- Engaged in close collaboration with company stakeholders, fostering a cohesive and strategic approach to project management. Articulating project requirements, establishing deadlines, and aligning development and business goals.
- Participated in the development of Soqia, a project that consists of two flutter apps, one that allows users to donate water to mosques, and one to handle delivery.

Software Developer

Exit Fund

December 2020 - November 2021, Khartoum, Sudan

- Played a pivotal role in refining DoctorBase, a tele-health app, by enhancing UI/UX design and streamlining virtual patient- doctor interactions, which significantly improved patient experience and app ratings.
- Optimized chat functionality for better user interaction, introducing efficient file management and visual communication features, thereby enhancing the overall functionality and user engagement.

Android Developer

Fekra

May 2019 - April 2020, Khartoum, Sudan

- Spearheaded the development of Simsimy, a parental control solution consisting of two Android applications using Java and the Android SDK.
 - Engineered core application features including time-based app restrictions, and remote device management.
 - Developed an Android home launcher, configuring presentation of pre-approved apps and managing screen access windows in alignment with parental settings.
-

PROJECTS

Manga Online (Google Play)

play.google.com/store/apps/details?id=zxc.laitooo.manga.online • January 2019 – April 2024

- Developed a highly successful mobile app for reading comics, Initially using Android (Java) then converted into Flutter.
- Achieved 1.36 million downloads, and sustaining over 150,000 monthly active users, and using Firebase crash reporting to maintain a 98% crash-free rate users.

Werewolf Online

May 2020 – November 2020

- Developed a real-time multiplayer Werewolf Online game using Android SDK and Java.
- Constructed a real-time multiplayer server using NodeJs and Socket.io to manage synchronous gameplay and player interactions, integrated with a WebRTC server to facilitate real-time voice chat between multiple participants.

Plants vs Zombies 3D Clone

January 2022 – June 2022

- Developed a 3D adaptation of a popular tower defense game using Unity, leveraging C# to implement interactive gameplay systems and mechanics.

Bibliotheque

March 2023 – May 2023

- Developed a mobile book shop application using Flutter and Dart, ensuring intuitive user experience and reliable performance.
- Leveraged fast_i18n for efficient localization, enabling seamless multilingual support within the app.

Prediction of Compressive Strength using Artificial Neural Networks

May 2021 – June 2022

- Developed and trained artificial neural networks in Python with TensorFlow and Keras to predict compressive strength of concrete based on material composition datasets.
- Engineered a web server and interface to capture user input and facilitate real-time model inference results through seamless integration of frontend with the trained neural network.

EDUCATION

Bachelor of Science in Civil Engineering

University of Khartoum • Sudan • 2021

PUBLICATIONS

Artificial intelligence approach for predicting the compressive strength of concrete mixture

Proceedings • 10th ICAT conference • 2022

Prediction of soil's compaction characteristics using artificial neural networks

Proceedings • 10th ICAT conference • 2022

SKILLS

Frameworks: Flutter, Android SDK, Git, WebRTC, NextJs (ReactJs), NestJs (NodeJs), Socket.IO, TailwindCss, Docker, TensorFlow, Keras, Unity

Programming languages: Dart, Python, and TypeScript, Java, C#, Kotlin, JavaScript, HTML, CSS and Fortran.

Technical concepts: Agile, Testing, Relational and Non-relational databases, UI/UX, Problem-solving, Algorithms and data structures, Software Architecture.

Soft skills: Collaboration, Mentorship, Effective communication, Problem-solving, Critical thinking, and Leadership
