

Abdel-Karim Saad

Haret Hreik, Abdel-Nour St.

Lebanon, Beirut

Phone: 70-884428

Email: abed.saad@hotmail.com

LinkedIn: <https://www.linkedin.com/in/abed-saad-754c>

Career Objective:

A forward-thinking Android Developer with extensive experience in Kotlin/Java and more than four years of experience building, integrating, and testing applications for mobile and tablet devices on the Android platform.

Summary of Skills:

- Solid understanding of Data Structures, Algorithms and Object-Oriented design concepts
- Extensive experience in core Java SE concepts like Collections Framework, Concurrency and Java Reflection
- Experienced in working with fast paced environments using Agile and Scrum development practices
- Implemented security and authentication concepts of Cryptographic algorithms
- Experienced in leveraging Jetpack libraries like Navigation, Hilt, View Binding, and lifecycle-aware components (ViewModel – LiveData etc.)
- Extensive experience in drafting and designing Material user interface
- Experienced in working with several versions of the Android SDK like Lollipop, Nougat, Oreo, Pie, Q, Android 11
- Well conversant with version control including Git and SVN
- Strong knowledge of multi-threading models, like ThreadPoolExecutor and WorkManager
- Experienced in implementing reactive programming using RxJava to manage asynchronous tasks and events
- Aware of the Android platform lifecycle and best practices
- Solid understanding of SOLID principles and software architecture concerns
- Hands-on experience in XML, DOM Parsers
- Familiar with Firebase, Crashlytics, and Play Services
- Expert in the interaction between various devices and different versions of Android

Education:

- **Bachelor Of Science** in Computer Science
LEBANESE INTERNATIONAL UNIVERSITY, Computer Science
Department, Beirut, Lebanon
2014 – 2017

Technology Summary:

- Operating Systems: Windows, Linux, Android
- Databases: Oracle SQL, SQL Server, SQLite
- Tools: Android Studio, Eclipse, ADB, Gradle, BundleTool, Proguard, NDK, JIRA, Postman, Maven, Visual Studio, MS Office, GIMP, Inkscape
- Languages: Kotlin, Java, SQL, JSON, GNU C/C++, C#, PHP, XML

Professional Certifications:

- CompTIA A+ Technical Support and IT Operational Roles
- Cisco Certified Network Associate in Routing & Switching (CCNA v1 & v2)

Languages:

- Arabic: Native
- English: Fluent
- French: Beginner

Work Experience:

Android Developer (Kotlin/Java)

Nixworks OU, Tallinn, Estonia (**Contract**)

January 2021 – April 2021

Responsibilities:

- Contributed to the full life-cycle design, development, and implementation of BulletVPN application
- Refactored background API call tasks, migrated from Android Volley to Retrofit
- Used Figma to implement the light and dark versions of UI's new design
- Migrated from MVC to MVVM by designing and implementing the base classes
- Replaced Android's deprecated AsyncTask with RxJava asynchronous calls
- Utilized OpenVPN native libraries using JNI to communicate and establish a secure connection with servers
- Collaborated closely with the UI designer to improve the new design and keep it on track with Android's latest UX guidelines
- Worked with RxJava for the asynchronous composition of data using Observers and Observables
- Evaluated and implemented the eye-catching features of the competing vendors' products ExpressVPN – NordVPN – Surfshark etc.
- Implemented Proguard rules to optimize and obfuscate the code
- Implemented prototype project to assess the feasibility of Kotlin Multiplatform and Kotlin Native, and to share business logic in a single codebase
- Used and evaluated JetBrains Compose for Desktop in developing a unified user interface on multiple platforms
- Used Postman to execute API calls like POST and GET in the development environment
- Leveraged Google In-App Billing System to offer subscription plans and validate their tokens
- Implemented API domain routing logic to bypass ISP blocking API requests in some countries by using Cloudflare and Firebase Remote Config

Android Developer – UI/UX Designer (Java)

QUAYO Mobility Solutions, Beirut, Lebanon **(Full Time)**

September 2019 – January 2021

Responsibilities:

- Worked as part of a team to completely re-architect the Sales Vision application, modularize its codebase, and implement a materialized UI
- Proposed and led the efforts to migrate to MVVM by designing and implementing the base classes, and refactor existing classes with help of Java regex
- Individually developed and redesigned the application's user interface, following the latest guidelines in Google's Material Design, to bolster and improve customer experience
- Efficiently implemented Database Caching mechanism to locally store entities, cutting down the time needed to fetch data by 85%
- Applied Builder design pattern in selected classes to provide better control over the construction process
- Used OkHttp Interceptor for implementing offline caching of HTTP responses with Retrofit
- Extensive research and collaboration with the business advisor for redesigning the UI to utilize existing user experience
- Created user interface features and screens prototypes using Gimp
- Implemented new features as per clients request and business requirements
- Profiled the application to identify bottleneck issues and optimize existing code and queries
- Implemented integration and unit tests with Robolectric
- Learned Kotlin on the fly and successfully migrated parts of the project to Kotlin
- Made RESTful calls using Volley library, and parsed JSON requests back from the server
- Implemented View Binding in existing activities to enhance productivity and provide safer referring of views
- Maintained and optimized the scanning process of GTIN, HIBCC, and standard barcodes

Full Stack Android Developer (Owner – Kotlin/Java)

September 2017 – Present

Project Name: Igneous – IDE for Java

Easy to use IDE which makes mobilized Java development possible. You can develop and run Java 9 projects offline, import local or maven projects, with the ability to use REPL JShell.

Link: <https://play.google.com/store/apps/details?id=com.sparseway.igneous>

Responsibilities:

- Contributed to the full life-cycle design, development, and implementation of the application
- Customized Android SDK and AndroidX classes like ViewPager2, Fragment, and RecyclerView to handle complex UI events and deliver user-friendly interaction
- Designed the user interface targeting different screen sizes, and closely following the latest guidelines in Material Design
- Constructed custom UI components from ViewGroup and View classes to utilize maximum performance and avoid unnecessary calculations
- Used Model-View-ViewModel (MVVM) design pattern to enhance productivity and minimize boilerplate code by decoupling the application's core logic from UI logic
- Used Inkscape for designing vector icons to replace the multi-resolution PNGs and deliver a consistent look of drawables on diverse screens with different DPIs
- Integrated dependency injection with Hilt to enhance reusability of classes by decoupling their dependencies, and optimize the unit testing process
- Developed a syntax highlighting, customizable, and efficient text editor to provide a smooth and non-interrupting user experience
- Customized EditText class to handle the drawing and editing process of text, by caching and displaying the visible lines using StaticLayout
- Used the Mediator design pattern to reduce coupling between classes, making it easier to refactor their structure independently
- Used Thread Pool Executor and Executor Service for multi-threading and thread resource pooling
- Developed foreground service which includes displaying status bar notifications, managing thread pools, and interacting with activities through bound service

- Integrated In-App advertising using Admob's SDK to display banner, interstitial, and rewarded video advertisements while adhering closely to Admob's content and behavioral policies
- Implemented Firebase Crashlytics to track stability issues in a real-time manner, receive thorough crash reports, and prioritize bugs severity according to their occurrence
- Integrated Google Play's Billing System to offer a user-friendly purchases module that lets the user unlock and leverage extra features
- Integrated Play Feature Delivery so user can download extra modules like Dark Theme on-demand without bloating the application's pre-install size
- Integrated Firebase Remote Config to dynamically apply changes, override in-app default values and run A/B testing
- Used Proguard to shrink, optimize, and obfuscate the code
- Built and debugged OpenJDK's JVM native code to ensure it runs on different CPU architectures (ARMv8 – x86 etc.) and API versions
- Worked on multiple emulators and devices to thoroughly develop and test deployment on different device configurations and multiple Android versions
- Managing seamless Beta releases in the Google Play Console
- Supporting a user base of around 1000, and listening to their feedback to implement new features and resolve reported bugs
- OpenJDK:
 - Implemented and debugged the Android port of Hotspot JVM and JDK 9. Worked on resolving bugs and compatibility issues to overcome performance regression and prepare the port for production use
 - Fixed OS-related bugs in the JVM, where parts of Linux dependent code were incompatible with Android

Personal Details:

- Date of birth: 2-9-1995
- Nationality: Lebanese

References:

fadi.yamout@liu.edu.lb

Fadi I. Yamout, PhD
Chairman Computer Science/Information Technology Department
Faculty of Arts and Sciences
Lebanese International University