

ZIAD ABTAR

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CAREER OBJECTIVE

A forward-thinking developer offering more than ten years of experience building, integrating, testing, and supporting Android applications for mobile and tablet devices on the Android platform seeking position with a top technology firm.

CORE QUALIFICATIONS

- Created/Contributed to 20+ fully functional applications for Android devices
- Known for writing efficient, maintainable, and reusable code
- Proficient in design, architecture, problem-solving, and debugging
- Follow latest technologies and OS changes and adapt apps accordingly

PROFESSIONAL EXPERIENCE

ANDROID TEAM LEADER| MONTY MOBILE, BEIRUT, LEBANON

January 2021 - Present

Managing and leading the Android team consisting of 5 Android developers

- Developing and maintaining native Android applications using Kotlin and Java
- Determining architectural and product design details for various tasks/specifications
- Collaborating with quality engineers, project managers, designers, and business teams to ensure quality in all phases of app development
- Writing well-structured and documented code base using MVVM design pattern and Jetpack latest libraries
- Performing code review and leading by example

Key products:

- RBT: a ring-back tone application for multiple operators
- Findou: caller ID application with other features
- V-RBT: a video RBT application that lets the caller see the video set by the “callee” while overriding the default dialer of the device
- Numberry: a virtual number application with in-app subscriptions

ANDROID TEAM LEADER| INMOBILES, BEIRUT, LEBANON

November 2019 - January 2021

Managed the Android development team of 3 on various Android projects

- Lead the research, design and development processes
- Implemented several technologies such as WebRTC, XMPP and SocketIO
- Completed 100% of the tasks prior to the deadlines in fast-paced development cycles

Key achievements:

- SmartIn: In-house smart home/security solution
- NumberBook: caller ID app with other features
- Scom: instant chatting and voice call app

ANDROID ENGINEER| ANGHAMI, ZALKA, LEBANON

June 2017-November 2019

Worked with architects, engineers, and product managers to deliver a user-friendly and smooth mobile music-streaming app with social media features for the Android platform

- Ensured that the content and design fully met the product requirements
- Wrote clean, clear, efficient, well-tested, and maintainable code

Key achievements:

- Stories, In-app purchase and subscriptions, Exo-player, Android TV app, Chatting

ANDROID TEAM LEADER| LIBANCALL, BEIRUT, LEBANON

July 2015-June 2017

Lead the Android team of 2 and worked closely with CTO and project managers to develop apps that meet the clientele needs

- Built custom libraries and modules for internal and cliental use
- Developed and maintained: *LibanCall, Liban8, RBT app, Maguy Farah (official app), Valet Parking Client, Valet Parking Admin, Sabaho, Sabaho Admin*

ANDROID DEVELOPER| APPS2YOU, HAZMIEH, LEBANON

January 2014- July 2015

Worked with the project managers and designers to develop apps that meet the clientele needs

- Developed and maintained Android apps: *M3allem, AlMustagbal, Prontopay, Vorex, Zain Jordan, Beirut 365, RevYou, Jawwal Corporate*

Consultant| Placid-Liban, Zahle, LEBANON

June 2012- January 2014

Worked with Banks' IT and financial teams to provide support for banking solution software

- Oracle Database Implementation, Installation, Support and Maintenance
- Swift Alliance Access Server Configuration and Maintenance
- Technical Support (On site, Email and Phone)
- Product Installation and Implementation Expert (deployed at banks)

KEY SKILLS

- Design Patterns: MVVM, MVP, Repository, Builder...
- Dependency injection: Hilt
- Dispatchers: Coroutines, RxJava
- Obfuscation: Proguard and Dexguard
- Database: Room, Realm, ObjectBox
- Inapp-purchase, Subscription
- Release, maintain application on Google Play Store
- Navigation component

EDUCATION

SOFTWARE ENGINEERING, *Antonine University, Faculty of Computer and Communication Engineering*
(2008 – 2013)

- Final Year Project: *Virtual Reality Visit 3D*
 - Android-JDK/ADK Application Development
 - Creates and manipulates 3D objects with OpenGL ES 2.0
 - Features detection using OpenCV for Android
 - Integration of multiple built-in sensors (accelerometer, gyroscope, compass)