Mahmoud Kebbi

DevOps Engineer | Software Developer | Computer Engineering Student

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Work Experience:

Blockchain Software Engineer [Xnance] (Sep 2024) – (Present)

- Designed cloud-based infrastructure to support Xnance services deployment using AWS cloud services.
- Contributed to the development, and deployment of smart contracts to automate player transfers and engagement between football fans, clubs, and federations.

Software Engineer [PMIGC] (Mar 2024)–(Present)

- Designed, deployed, optimized, and maintained the architecture of a middleware Rest API for a flight booking software using Terraform, Amazon Web Services (SAM, Lambda, API Gateway, CloudWatch, AWS X-Ray, CloudTrail), and Python to convert JSON payloads to proper XML payloads ensuring availability, durability, security, and compliance with IATA's messaging standards (message fields, formatting, and conventions) with 98% uptime.
- Optimized the performance and cost of the PMI flight and hotel booking engines infrastructure in AWS by 20% and maintained coding pipelines of the project in AWS CodePipline and Terraform.

Education:

Lebanese American University (Sep 2021) – (Dec 2025) Bachelor of Engineering: Computer Engineering

Projects:

MyCelio

- Led a team of 4 software developers and a graphic designer leveraging strong communication and problem-solving skills to complete a 2D adventure game under budget and on schedule.
- Used Unity 2D to develop the game. Was an active part both in the creative design and technical development of the project.
- Secured sponsorship from artist "Hazy".

Peer-to-Peer Energy Trading Project (Final Year Project)

- Built a modular AWS infrastructure using Terraform, enabling on-demand provisioning in under 5 minutes with secure HTTPS, SSL/TLS, and KMS-encrypted databases.
- Developed backend microservices handling real-time IoT data logging, ML model integration, and API communication, processing up to 1,000 requests per second.
- Engineered and deployed smart contracts on Linea Ethereum (Layer 2).
- Containerized blockchain indexing services, reducing query times by 40% for real-time transactions.

Integrated Digital Circuits Fault Simulator API

Developed a fault simulator web API to test the performance of ATPG testing algorithms using Java,
Gradle, and Spring Boot. The API was then optimized to get 20% less latency.

Library Management System

 Successfully developed a Library Management System using Java, Spring Boot, and MySQL for the backend and JavaFX for the frontend.

Production Level DevOps Pipeline

- Pipeline development with Jenkins, Docker, SonarQube, and Trivy for the automation of builds, tests, static code analysis, and Docker image creation, including the vulnerabilities assessment. Integration with GitHub was performed to trigger the build after pushing code.
- Deployed on Kubernetes using ArgoCD; manage the deployments with Kubernetes manifests stored in DevOps repo. Automated notification through email upon successful deployment.

Tools and Programming Languages: Java, C#, Kotlin, Python, Android Studio, Spring Boot, Kubernetes, Terraform, Git, GitHub, SQL, NoSQL, Ubuntu, AWS, Ansible, Kubernetes, Docker, Terraform, Jenkins, Unity 2D/3D/AR

Soft Skills: Time management - Communication - Adaptability - Problem-solving - Teamwork - Creativity - Leadership

Certifications:

AWS Certified Solutions Architect Associate [AWS] -Docker Foundations Professional [Docker] -Career Essentials in Cybersecurity by Microsoft and LinkedIn [Microsoft] -Network Automation Professional Certificate [Arista Networks]