

Mahmoud Hassan Al Karsli

Software Engineer | Mobile & Full-Stack Developer

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PROFESSIONAL SUMMARY

- **Software Engineer with 4+ years of experience designing, building, and shipping production software across mobile, web, and backend for e-commerce, marketplace, e-learning, gaming, and logistics products. Strong foundation in OOP, SOLID, Clean Architecture, data structures, and algorithms, with hands-on delivery in Dart, JavaScript, and TypeScript using Flutter, Node.js, Next.js, Firebase, and Supabase. Improved application responsiveness by 35% and cut release cycles by 75% through CI/CD automation. Experienced in REST API integration, real-time systems, and server-driven UI. Proficient with AI coding agents and LLM tooling (Claude Code, MCP, prompt engineering) to accelerate design, development, and code review. Collaborative Agile team member who mentors junior developers and leads delivery of complex features.**

CORE SKILLS

Programming Languages: Dart, JavaScript, TypeScript, Java, Python, Kotlin, SQL, HTML, CSS, Swift (basic)

Mobile Development: Flutter, Android, iOS, Cross-Platform Development, Responsive UI, Animations, Localization, Push Notifications (FCM), Google Maps API

Web & Backend: Node.js, Express.js, Next.js, Spring Boot, RESTful APIs, GraphQL, Supabase (PostgreSQL, Auth, Row Level Security), Firebase (Auth, Firestore, Storage, Hosting), Vercel Serverless Functions

Architecture & State Management: Clean Architecture, MVVM, OOP, SOLID, Design Patterns, Dependency Injection, BLoC, Cubit, Riverpod, GetX, Provider

AI Tools & Agents: AI-assisted development with Claude and Claude Code, AI agents and agentic workflows, Model Context Protocol (MCP) integrations, Prompt Engineering, LLM API integration, Google AI tools, Responsible AI, real-time AI feedback systems

Tools & Platforms: Git, GitHub, GitLab, Bitbucket, CI/CD (GitHub Actions, Firebase Deployment), Postman, Dio, Hive, SQLite, SharedPreferences, Jira, Notion, Slack

Methodologies: Agile, Scrum, Kanban, Sprint Planning & Estimation, Unit Testing, SDLC, Data Structures & Algorithms, Problem Solving

WORK EXPERIENCE

Software Engineer | Modelli – Fashion & Handmade Marketplace

2026 – Present | Egypt

- Develop the cross-platform app (Flutter, Riverpod, Supabase) for modelli.fit, a fashion and handmade marketplace in Egypt covering custom tailoring, made-to-measure orders, verified designers, and escrow payments.
- Built a server-driven home screen: a Next.js admin dashboard publishes JSON layouts to Supabase that the app renders dynamically, so content changes ship without an app release.
- Integrated the REST backend on Vercel serverless functions with timeout and retry handling for cold starts, and kept business logic behind Riverpod providers and repository abstractions.
- Deliver features in Agile sprints as part of a 10–15 person team.

Freelance Software Engineer | Foodidu – Food Discovery & Coupons Deals App

Jan 2025 – Present | Cairo, Egypt

- Built a cross-platform mobile and web application integrating Google Maps, Firebase, and a coupon redemption system, enabling smoother restaurant discovery and cost-saving deals.
- Applied Clean Architecture with BLoC to keep the codebase scalable, improving app responsiveness by 35%.
- Deployed CI/CD pipelines (GitHub Actions + Firebase Hosting), reducing release cycles by 75%.
- Released the Android app on Google Play alongside the bilingual (Arabic/English) web platform at foodidu.com, which lists 30+ promo codes across 26 brands in Egypt and the GCC.
- Collaborated within a team of 10–15 people.

Freelance Software Engineer | E3RBLY (AI-Powered Arabic Learning Platform)

Mar 2025 – Aug 2025 | Cairo, Egypt

- Developed AI-driven learning applications (Flutter + Next.js) with real-time intelligent feedback and adaptive learning paths, improving learner engagement and retention.

- Integrated Firebase Auth and Firestore with secure access rules, supporting 99.9% uptime and seamless multi-user sessions.
 - Restructured the codebase on Clean Architecture with BLoC/Cubit, improving maintainability and testability.
 - Shipped 6 feature areas in the public beta on Google Play: interactive lessons, AI grammar and syntax analysis, conversation and pronunciation practice, adaptive study plans, cultural content, and a progress dashboard.
 - Worked within a team of 10–15 people in Agile sprints.
- Software Engineer | Shalla7 (Mobile Cards Game)** Jan 2024 – Dec 2024 | Cairo, Egypt
- Built a real-time multiplayer card game featuring matchmaking, tournaments, and leaderboards.
 - Applied BLoC/Cubit with Dependency Injection, reducing crash rates and keeping performance stable under load.
 - Improved system scalability by optimizing network communication and game state management.
 - Delivered within a team of 10–15 people.
- Part-Time Software Engineer | Animap (Community Animal Tracking App)** Feb 2024 – Jun 2024 | Cairo, Egypt
- Designed and delivered a community-driven animal tracking app with a Firebase backend.
 - Implemented Clean Architecture and Singleton patterns, improving reliability and long-term maintainability.
- Software Engineer/IT | J&T Express Co.** Jan 2023 – Aug 2023 | Cairo, Egypt
- Enhanced logistics software performance and streamlined workflows, achieving 15% faster processing times.
 - Improved reliability and reduced downtime by optimizing legacy systems.
- Mobile App Developer Intern | Exseem Company** Jan 2022 – Sep 2022 | Cairo, Egypt
- Developed mobile features with Firebase integration, strengthening platform scalability.
 - Improved UI responsiveness and optimized state management, leading to smoother user experiences.

PROJECTS

- ProgBook (Book Discovery App)**, Flutter, BLoC, Dio, Clean Architecture
- Built a book discovery app on the **Google Books API** with search, book details, and reading lists.
- DirectDealz (E-Commerce App)**
- Designed a shopping app and admin dashboard with **real-time order tracking and adaptive UIs**, improving checkout flow and reducing cart abandonment.
- Alert Brains (Educational Games)**
- Built math-based games with **offline Hive storage** and **Firebase progress tracking**, ensuring accessibility and smooth performance.

EDUCATION

- Very Good**, Information Technology Institute of Egypt-ITI Sep 2022 – Jul 2023 | Smart Village, Egypt
- Track: Front-End and cross-platform development using Flutter.
- Good, Bachelor Degree of Computer Science** Sep 2018 – May 2022
- Modern Academy

CERTIFICATIONS & TRAINING

- Google AI Specialization** ∞, Google (Coursera)
- Completed 7 courses covering AI fundamentals, prompt patterns, responsible AI, research, data analysis, and AI-assisted app building.
- Flutter Advanced Course BLoC and MVVM Pattern** ∞, Udemy
- Mastered BLoC, MVVM, widget integration, and inter-bloc communication for scalable state management.
- Deep Dive into Clean Architecture in Flutter** ∞, Udemy
- Applied domain layering, dependency injection, and performance optimization in Flutter apps.
- Additional Udemy Courses**
- The Complete Flutter and Dart Development Course | Flutter Animations from Zero to Hero | Flutter Payment Integration (Stripe, PayPal) | The Complete Flutter Google Maps Course

LANGUAGES

English ● ● ● ● ● Arabic ● ● ● ● ●