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Iraq - Sulaymani - Kurdsat

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arin.at

PROFILE

I'm an experienced self-taught artist and developer, specializing in Flutter app development and Kubernetes focused backend development. I also have knowledge in infrastructure design, DevOps, Graphic Design, UI/UX, 3D modeling, and Game Development. My passion for staying up-to-date with the latest trends and techniques, along with my eagerness to learn and take on new challenges, makes me a valuable asset to any team.

EDUCATION

University of Sulaymani 2016 - 2021
B.S. Civil Engineering

Halkawt High school 2013 - 2016
High school diploma 96/100

WORK EXPERIENCE

Lead Software Developer 12/2021 - now
Kubak Company
Flutter, ASP.Net Core, Android (Kotlin), iOS (Swift), CI/CD, Docker, Kubernetes, Terraform, Hetzner, DevOps, Rust, NextJs, Blender

Full Stack Software Developer 03/2020 - now
Freelance
Flutter, WPF, SQL, C++, POS Devices

Video Editor 11/2019 - 01/2020
VIM Media
Davinci Resolve, After Effects, Adobe Illustrator

Head of Post Production 01/2019 - 09/2019
Visible Creative Agency
After Effects, Cinema 4D, Photoshop, Wordpress

Mobile App Developer 07/2018 - 09/2018
Job Station Company
Xamarin

Game Developer 09/2016 - 06/2018
Kurdify Technologies
Unity, C#, Xamarin

VOLUNTEERING

Video Editor 01/2017 - 01/2020
ENGO Organization

Motion Graphic Designer 12/2018 - 01/2020
Andaza Media

SKILLS

Language Skills

- Kurdish Native
- English Perfect
- Arabic Good

Skills

App Development:

- 4+ years of experience in full-stack development using Flutter, WPF, and Xamarin for desktop and mobile applications.

Game Development:

- 5+ years of experience in Unity game development, with expertise in programming, animations, lighting, particle systems, visual effects, and UI design.

Web Development:

- Familiarity with Next.js and SvelteKit for internal tool creation, and side projects.

Backend Development:

- Skilled in ASP.NET Core and ActixWeb, with experience in deploying and managing Kubernetes using Terraform, GitLab CI, ArgoCD, and monitoring with Loki, Prometheus, and Jaeger tracing.

3D Modeling and Animation:

- 5+ years of practical experience with Blender, Cinema 4D, and proficiency in rendering engines such as Octane, Redshift, Cycles, and Eevee.

Graphic Design:

- Excellent skills in Adobe Photoshop, Illustrator, Figma, and XD, with knowledge of Substance Painter and similar texturing software.

Other Skills:

- Quick learner, adaptable to new technologies, and able to work under pressure and take constructive criticism.

PROJECTS

Kubak New Backend, New Flutter App - Jul 2022

- Led Kubak team in backend infrastructure redesign, also contributing to other dev tasks
- Utilized Terraform to manage and host infrastructure, deployed GitLab and its Runners for improved workflow
- Configured highly available Kubernetes cluster with Hetzner load balancing, Traefik proxy, and Cert Manager
- Designed complete CI/CD pipelines for microservices on GitLab, leveraging Docker, Helm Charts, and GitLab's Package and Container Registry
- Developed Web APIs using ASP.NET Core and Actix Web, collaborating with backend team on feature implementation
- Led development of new Flutter app, designed UI/UX and app flow, and mentored Flutter team
- Created internal tools, including an SMS sender for OTPs using Flutter and SvelteKit for frontend and backend

Kubak Flutter App - Mar 2022

- Recreated Kubak app in Flutter for five months, using two native apps as reference
- Used bloc state management with multi-flavors and separated repositories into packages with abstraction
- Implemented AutoRoute for page routing
- Enabled interactive maps with self-hosted tile servers using MapBox and MapLibre
- Utilized fast_intl for localization and internationalization
- Created Kotlin to Dart converter app with Flutter for converting kotlin data classes to frozen dart classes, resulting in significant time savings
- Integrated Firebase push notifications and flutter_local_notifications for Android and iOS platforms
- Company decided to stop using the current backend so we halted this project

Trendy Cast App - Jul 2021

- Developed desktop Flutter app for storing and managing actor information
- Used Hive for database and Bloc for state management
- Implemented image compression using C++ for faster performance than Dart
- Learned C++ basics such as pointers and memory management for compression code
- Created Flutter plugin using C++ code for image compression
- Plugin resulted in 10x faster and flawless compression, completed in just three days

Royal Post Web App - Mar 2021

- Developed Flutter web app for posting company with Firebase backend
- Overcame challenge of limited font support for UTF-16 characters in printing package used for invoice printing
- Resolved issue by creating invoice in Canvas and embedding image into PDF file
- Optimized image embedding process by obtaining raw pixels of the canvas instead of encoding to PNG, resulting in 4x faster invoice creation process

Mekhak Cafe Kiosk Ordering App - Nov 2020

- Developed my first Flutter app with Firebase backend
- Created ordering app for cafe to store items and allow customers to order via tablet, updating invoice in real-time
- Implemented Firebase realtime subscription to mirror changes across devices
- App contained management part and was secured with gesture challenge

POS Database Software - Jul 2020

- Developed a POS software using WPF in 3 months
- Added features such as bulk item adding, invoice generation, and debt support for shop owners and customers
- Utilized Entity Framework to interact with SQLite database
- Implemented Google Drive backups and intuitive restore options
- Added customizable app theme options also added supported for multi-page invoice printing

Swedish Center, Car Service Software - Apr 2020

- Developed a WPF app for car paint inspections for the Swedish Center.
- Used Dapper to interact with an SQLite database.
- Created a painting page with Bucket Fill and Masking features.
- Stored the image with report details in the database.
- Made the report printable with a design that contains the painted image.
- Users can search for previous reports by VIN and either edit or print them, or create new reports for the same car.

OTHER PROJECTS

Full Stack Development

- **Jwanro POS:** Flutter app for a POS device with printing functionality
- **Jwanro Storage Manager:** WPF app for managing milk storage and milk seller debts
- **Bakhshin:** made with NextJs and Firebase. A charity project that allows people to donate money and enables pharmacies to provide free medication to low-income individuals.
- **Battlefield Launcher:** WPF app that displays Battlefield 4 servers and their details and lets players join or spectate servers.

University Tools

- **Slab designer:** a C# project for designing one way or two way concrete slabs, and generating all the calculations step by step in a "docx" file with images and descriptions.
- **Load Diagram Generator:** a Flutter project for generating diagrams and images for Moment Distributions and Lateral Loads of a multi story building in a beautiful way.

Game Development

- **LanGame:** a third person game that lets players create a lan server and join each other in a shooting game, supports mouse and keyboard or touch devices. a simple game made for my brother to showcase it in a festival.
- **Light of Kurd:** FPS game developed using unity, currently unfinished but spent 3 years on it and learned a lot from it like 3D Modeling, Rigging, Animating, Multiplayer and networking, Complex game logic programming and OOP principles in C#, UI design, Serializing game data to custom file types and much more.
- **Rigid Race:** a Racing game with ai players, unfinished but learned C# basics and car physics from it.
- Made a Unity Tutorial Series on Youtube in Kurdish Language.

3D, Design and Video Productions

- **Motion Graphics and Video Editing** for ENGO, Andaza, Khawnakan Institute, Visible Creative Agency. used After Effects, Premiere Pro, Davinci Resolve.
- **3D Animations and Designs** for Kubak, Visible Creative Agency, Mirror Group. I made 3D TV Commercials, Social Media Ads, Architectural Videos and many personal renders for fun. I used Blender, Cinema 4D, Substance Painter.
- **Logos and Social Media Posts Design** for some companies including Royal Group, Kubak, Blue Moon Dental.
- **Buildings design and Engineering drawings.** used AutoCad, Revit, Excel, Sketchup, Twinmotion.