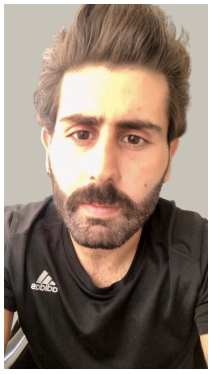
ALEXY IBRAHIM



Personal Info

Phone

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E-mail

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Date of birth

1990-02-12

Website

alexyib.com

Languages

Arabic - native	●●●●●
English	●●●●●
French	●●●

Senior Full Stack Developer

👷 Work Globally

Summary

Senior Full Stack Developer with 14+ years of experience building products end to end: native iOS and Android apps, React and Next.js web apps, and Python (Django, FastAPI) and Node.js backends on Postgres, Docker and Kubernetes.
Years of leading mobile and web teams mean I turn product ideas into reliable, well-built software, and deliver on time.

Key Expertise

- Technical Leadership
- Product Ownership
- Mobile development
- Back-end development
- Django REST Framework APIs
- Async tasks (Celery, Redis)
- Testing (pytest, Jest)
- Kubernetes
- Workflow orchestration
- AI / LLM Integration
- Desktop app development
- Game Development

Skills

Team Management	●●●●●
iOS	●●●●●
Android	●●●●
React Native	●●●
React, TypeScript, Redux	●●●●●
Flutter	●●●●●
Node.js	●●●●
Python (Django, DRF, FastAPI)	●●●●●
Kubernetes	●●●●
Qt (QML)	●●●●
2D/3D Game Dev (Unity, Godot)	●●●
Design	●●●●●

- DevOps / CI/CD ●●●●●
- Workflows (n8n, Windmill) ●●●●●
- Docker ●●●●●
- REST API Design ●●●●●
- Database Design ●●●●●
- Software Architecture ●●●●●

Work History

2022-12 - Present

Contractual Projects

- **BarKeep (macOS, iOS, Android)**
  - macOS menu bar manager and notch "Dynamic Island" app built with Qt 6, C++17, QML and Objective-C++, shipped as a notarized DMG with Sparkle auto-updates
  - iOS and Android companion app from the same Qt codebase, live on the App Store and Google Play
  - Back-end with FastAPI, Postgres (SQLAlchemy, Alembic) and Redis pub/sub, plus a WebSocket service for real-time features
  - JWT authentication, push notifications through APNs and FCM, and subscriptions with Stripe and Apple/Google in-app purchases, enforced on the server
  - Run and approve Claude Code and Cursor sessions on the Mac from the phone
  - MCP server that lets multiple Claude Code sessions coordinate through a shared task board
  - Multiplayer mini-games over LAN and online, friends, chat and cloud settings sync
  - Infrastructure as code on Railway, GitLab CI on self-hosted runners, automatic rollback and app store release pipelines
- **Car maintenance and Insurance project**
  - Flutter mobile application development
  - Internal dashboard web solution development using NextJs
  - Back-end solution using Django/FastAPI (micro-services hosted in Kubernetes) + Postgres
  - REST APIs with Django REST Framework, background jobs with Celery and Redis
  - Backend tests with pytest
  - Directus CMS
  - Session support
  - API versioning
  - API tokenization and authentication
  - Deploying the solution using Kubernetes + Docker
  - Automated CI/CD deployment pipeline and scaling

- **Workout and Meal Project**
  - Native mobile application development
  - Internal dashboard web solution development using ReactJS and Redux, with Jest tests
  - Developing a back-end solution using Django hosted in Kubernetes + Postgres and Directus CMS
  - Session support
  - API versioning
  - API tokenization and authentication through API chaining (API orchestration)
  - Deploying the solution using Kubernetes + Docker
  - Automated CI/CD deployment pipeline and scaling
- **VOIP Mobile App Solution**
  - Developing the mobile application with the back-end
  - Dockerizing the back-end and automating deployments
  - LiveKit integration and room tokenization (with backend) for VOIP support and managing room users
  - LiveKit integration for iOS
  - AVAudioSession integration for iOS with support for background calls support + AirPods control customization
  - Audio mixing support, AirPods detection and support
  - Siri and shortcut integration
- **Country Guide Project**
  - Developed the mobile application using Flutter (iOS + Android)
  - Web application to facilitate data entry using ReactJS
  - Back-end development using Django + Postgres + Directus
  - Published the solution in a Kubernetes cluster
- **Employee Directory Project**
  - Web application to facilitate data management using ReactJS
  - Published the solution in a Kubernetes cluster
- **ChatBot**
  - Developing an iOS and Android ChatBot SDK and packaging it as closed source bundle (xcframework/aar) for public distribution, automated using GitHub actions CI/CD pipeline

2025-11 - 2026-09

Web Lead, @ DoctorBox • Part-Time, *Germany (Remote)*

- Maintaining and updating the Doctor Box web platform to ensure smooth performance
- Refactoring and reorganizing existing React code for cleaner structure and long-term scalability

- Implementing new UI components using React, TailwindCSS, and modern frontend patterns
- Optimizing rendering and state management with advanced techniques such as memoization and dynamic code-splitting

2024-12 - 2025-10

Senior Software Developer, @ Trofee • Full-Time, *UAE (Remote)*

- Contributed to the development of the company's first iOS live streaming platform application and successfully launched it on the App Store, marking the company's mobile debut
- Improved and refactored major and critical parts of the iOS application, especially the navigation, to resolve issues like memory leaks and cascading duplicate screens and API calls that were causing exponential API spikes, introduced a system to detect future leaks, and implemented smart view model caching for better performance and stability
- Refactored the dependency injection setup to resolve circular dependency issues, ensuring each module defined and injected its own classes for cleaner and more maintainable architecture
- Assisted in developing the Android live streaming platform application
- Translated high-level business requirements and UX designs into clear technical specifications to deliver a user-friendly application
- Ensured clean, consistent, and standard-compliant design practices

2023-01 - 2024-12

React.js Team Lead, @ Eurisko • Contractual, *Lebanon (On-Site)*

- Code and perform code reviews
- Managing a team of developers to make sure everything is on track
- Convert high level business requirements and UX designs into and technical specifications for a user- friendly application
- Providing neat design standard

2021-10 - 2022-12

Senior Software Developer, @ Eurisko • Contractual, *Lebanon (On-Site)*

- Code and perform code reviews to make sure proper OOP and SOLID principles (Clean Swift) are taken into account
- Write iOS Unit Tests
- Implementing POC
- Convert high level business requirements and UX designs into and technical specifications for a user- friendly application
- Providing neat design standard

2021-11 - 2023-05

Head of Mobile Department, @ Klevr • Part-time/Contractual, *Lebanon (On-Site)*

- Managing a team of developers
- Code and perform code reviews to make sure proper OOP and SOLID principles (MVVM) are taken into account

- Write iOS and Android Unit Tests
- Convert high level business requirements and UX designs into flowcharts/wireframs and technical specifications for a user-friendly application
- Providing neat design standard
- Splitting the work-load between team members in an agile manner and making sure the final product is up to standards
- Conduct research to implement latest mobile technologies in order to produce a high quality app

2021-01 - 2021-11

Head of Mobile Department, @ Klevr • Full-time, *Lebanon (On-Site)*

- Managing a team of developers
- Code and perform code reviews to make sure proper OOP and SOLID principles (MVVM) are taken into account
- Write iOS and Android Unit Tests
- Convert high level business requirements and UX designs into flowcharts and technical specifications for a user-friendly application
- Providing neat design standard
- Splitting the work-load between team members in an agile manner and making sure the final product is up to standards
- Conduct research to implement latest mobile technologies in order to produce a high quality app
- Automating application deployment process using Jenkins and Fastlane

2018-12 - 2020-12

Head of Mobile Department, @ Fibler • Full-time, *Lebanon (On-Site)*

- Managing a team of developers
- Providing neat design standard
- Code and perform code reviews to make sure proper OOP and SOLID principles (MVVM) are taken into account
- Write iOS and Android Unit Tests
- Splitting the work-load between team members and making sure the final product is up to standards

2018-10 - 2019-12

Instructor, @ AUST • Part-time, *Lebanon (On-Site)*

Key Responsibilities

Teaching the basic and advanced skills of:

- iOS (Swift)
- Android (Kotlin)
- Java
- Python
- Python for Pen Testing(using Kali) C++

- Linux fundamentals

2017-12 - 2018-12

Head of Mobile Department, @ CHIP • Full-time, *Lebanon (On-Site)*

- Delivering a product on time is easy, but developing product analysis and wireframes, managing tasks between team members, doing some code reviews, maintaining work balance, and delivering the product on time with excellent quality is not.
  Developed more then 4 mobile applications and web solutions from the ground up while managing a team of mobile developers, most of these apps are hardware related,
- Responsible of preparing project analysis, wireframes, design, developing web APIs, splitting tasks between team members and making sure to deliver the product on time with the UI/UX requirements before deadline
- Creating wireframes and studies for every project before execution
- Engaging in project-based decisions based on technical feasibility
- Integrate with custom hardware devices, specifically BLE devices
- Developed a web solution to trigger internal application deployments
- Managed the end-to-end development of front-end interfaces for enterprise-level applications, focusing on scalability, performance, and a clean user experience
- Delivered high-quality front-end solutions for corporate clients, aligning the design and functionality with business goals and user expectations

2016-06 - 2018-01

Freelance

Working on a freelance project:

- ForexTrading mobile application (Inverse scalping strategy)

2016-03 - 2016-06

Head of Mobile Department, @ NOVA4 • Full-time, *Lebanon (On-Site)*

Leading a team of mobile developers and making sure the end product is similar to the design in terms of UI and UX and delivered on time,

Built the team from scratch to increase company growth.

2015-02 - 2021

iOS/Android/Objective-C/Swift/Java Instructor, @ New Horizon • Contractual, *Lebanon (On-Site)*

Key Responsibilities:

- Teaching the basic and advanced skills of developing an iOS and Android application
- Teaching the basic programming concept, then diving deep in advanced skills for Objective-C/Swift/Java

2015-03 - 2015-05

Senior Mobile Developer, PHP, CodeIgniter Developer (Part- time job), @ BLU • Part-time, *Lebanon (On-Site)*

Developed more than 5 loyalty points mobile applications for several companies, some of them are listed below:

- BLU Points
- First National Bank
- Lebanon And Gulf Bank
- Cedrus Bank
- Al Mawarid Bank

2014-12 - 2016

Freelance

Working on a freelance project for an insurance company:

- Bankers Drive Assist, Insurance company mobile application for clients and expert (available on iOS/Android)

2014-06 - 2014-12

iOS Team Leader & Game Developer, @ SyncWise • Full-time, *Lebanon (On-Site)*

Responsible of dividing the work between iOS developers and making sure that everything is on track and within the timeframe

- Read back and review the code to make sure it does not contain logical errors or application crashing algorithms
- Help the team implement advanced iOS features such as:
  - Animations
  - Database connectivity
  - Object-relational mapping (ORM)

2013-02 - 2014-05

Senior iOS & Game Developer, @ ITEC • Full-time, *Lebanon (On-Site)*

Developed 8+ iOS applications (iPhone/iPad version) from initiation till completion, some of these apps:

- LebanonDebate
- Rosso Nero
- Ghadi News
- Yasa
- Autoshop
- Dany Azzam

2013-05 - 2014-03

iOS Programming Instructor, @ EXXON • Contract, *Lebanon (On-Site)*

Key Responsibilities

Teaching the basic and advanced skills of iOS:

- Using Xcode to Develop an iOS Apps
- Programming in the iOS Development

- Identifying Design Requirements for iOS
- Implementing Multiple View Navigation
- Working With Data
- Working with Graphics and Media (Images, Animation, etc)
- Integrating with the App Ecosystem (Manage App State Changes)
- Making Code More Robust and Maintainable (Debug an App in Xcode, Handle Runtime Errors)
- Finalizing an App (Enable an App to Support Multiple Languages, Prepare an App for Release)
- iCloud Integration
- Delegates

2012-10 - 2014-01 **Mobile Programming Lab Instructor**, @ AUST • Part-time, *Lebanon (On-Site)*

Teaching the basic skills and concept of how to develop applications for iOS and Android:

- Using Xcode/Eclipse to Develop an iOS/Android Apps
- Programming in the iOS/Eclipse Environment
- Identifying Design Requirements for iOS/Android
- Implementing Multiple View Navigation
- Working With Data
- Working with Graphics and Media (Images, Animation,etc)
- Integrating with the App Ecosystem (Manage App State Changes)

Freelance

On a side note, I developed more than 20 freelance applications from the ground up, some on the iTunes/Play store and some private, sometimes also created the design or just the wireframes depending on the client's vision,

- Malak Al Tawouk
  Executed project from start to finish using native iOS/Android and Flask backend, managed a team of developers working on the project while developing the backend system from A-Z
- My Air France (Native iOS application)
- Order of Engineers & Architects Tripoli (Native iOS application)

Education

2013-02 - 2014-06 **American University Of Science And Technology, Achrafieh**

M.Sc. in Computer and Communications Engineering

2009-10 - 2013-01 **American University Of Science And Technology, Achrafieh**

B.Sc. in Computer and Communications Engineering

Certificates

2011-05 **CCNA (Certified Cisco Network Administrator)**

2010-05 **Ethical Hacking Course**

I'm available for interesting projects. ✳

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Thanks for reading!