

Koutheir Elbehi

 ANDROID DEVELOPER

About Me

Android developer with over 3 years of working passionately on innovative mobile applications.

Work Experience

Mobile Software Engineer @Value

July 2022 - Present // Lake of Tunis I

- Develop and maintain a large scale fintech android application for BIAT bank with **100k+** downloads.
- Migrate from **MVP** to **MVVM** architecture for our new retail banking project.
- Solve major bugs on staging and production environments.
- Integrate biometric transfer signing with Backbase SDK.
- Implement **TDD** in sensitive features that have high story points.

Android Developer @Digitarm

March - June 2022 // Lake of Tunis II

- Developed a field management android application.
- Modernized android legacy code following **strangler fig pattern**.
- Implemented QR scanning feature to mark every worker's shift.
- Added generic translation in Khmer, French and English with native tools and libraries.

Android Developer @Telnet Holding

August 2021 - February 2022 // Lake of Tunis I

- Worked with BLE, beacons, and connected devices.
- Implemented **MVI** architecture for 'MyDigitalExperience' project that allows clients to manage their routers at home or office.
- Studied and implemented UWB APIs in order to develop an indoor navigation application.
- Enhanced code coverage by writing unit test cases using PowerMockito, JUnit, Espresso and Sonarqube.
- Interacted with android frameworks such as Location, Camera, Notifications and Motion sensors.

Software Engineer Intern @MobilePowered

February - July 2021 // Technopole El Ghazela

- Created headless backend architecture using **Node.js**.
- Implemented dependency injection(Dagger Hilt), single source of truth, **SOLID** principles, concurrency(Coroutine) and MVVM.
- Created a fluid caching strategy with Room database to ensure offline mode in the chat feature.
- Combined the Singleton and repository design pattern to improve data access by merging all sources of data coming from remote API, Firebase, Firestore, Datastore and Room in one single repository instance.
- Implemented Flow and Channel APIs to handle streams of data.

Android Developer @SeekMake

July 2019 - January 2020 // Tunis


- Developed and conceived an android app that is dedicated to a 3D printing startup.
- Enhanced my debugging skills and sharpened my knowledge in Kotlin.
- Added 'Stories' feature to allow creators sharing their 3D artworks.
- Focused on Material Design 2 guidelines to create user-friendly interfaces.

Android Developer Intern @Orange Telecom

February - August 2019 // Lake of Tunis I

- Developed a highly interactive event management application for android with Kotlin



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 Ariana, Tunisia

Skills

Programming Languages

Main : Java, Kotlin

Additional : Javascript, Python

Tools & Libraries

Git, Gitlab, Docker, SonarQube, Jira, Confluence, Jenkins.

Android architecture components, Android Jetpack Mockito/PowerMockito, Kotlin coroutines, Kotlin Flow/Channel, Hilt, Room.

Languages

English **C2**

German **A1**

Arabic **Native**

French **C2**

Education *H+*

Higher Institute of Computer Science

2016 - 2021 // Ariana

Masters in Information Systems and Software Engineering

Projects

MyBIAT

SFM30

MyDigitalExperience

CATU

SeekMake

