Mohamed Sobhy

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Work Experience

Senior Android Engineer, TransferWise, United Kingdom

(September 2018 – Present)

Part of the TransferWise team that helps over 4 million people move more than £3 billion a month around the world. Responsible for scaling the TransferWise Android App both horizontally and vertically. By improving how existing currency routes work on mobile, and enabling more currencies and routes.

Senior Android Engineer, VEON, United Kingdom

(2017 – August 2018)

Part of the VEON team that engaged over 235 million customers across 12 rising markets with the VEON Android App, moving from a legacy Java project towards a more scalable, testable, and maintainable MVI Kotlin-based codebase.

Lead Android Engineer, Zalando SE, Germany (2016 – 2017)

Lead the design and development of the Zalando Payments SDK that provided different payment methods based on a user's risk factor within the host app. This involved refining, designing and writing the API interface and implementing the SDK following an MVP architecture. Following this, I then moved to the main Zalando Android App that had over ~50 million downloads, where I worked on migrating the application architecture to MVI.

Lead Android Engineer, Instabug, Egypt (2015 – 2016)

Lead the Android team's effort in rewriting the whole Instabug Android SDK to follow an MVP architecture. This guaranteed that serving ~250 million users was very performant and easily scalable, maintainable and testable. The rewrite resulted in a significant decrease in the number of support tickets received by ~70%. I was also responsible for providing technical support on the SDK to end-users and I created a GitHub repo to make it easier for our users to communicate with us.

Senior Android Engineer, Grapes'n'Berries, Egypt (Remote) (2015)

Designed, developed and deployed ContactCars Android app (v2), with more than ~500K downloads where I introduced material design to the application and created a dynamic form generation library.

Software Engineer, Orange, Egypt (2011 – 2015)

Designed, developed and deployed software solutions for Orange around the globe. Created one of the first Android validation frameworks and released a reference application for design and development on Android L for all Orange mobile developers.

Skills

- Android, Kotlin, RxJava, Dagger2, Java, Firebase, Room, and Scala
- Architecture patterns (Clean architecture, MVP, MVI, MVVM), TDD (Junit, Mochito), Algorithms, Data structures, Git flows, Gradle distribution, CI, and CD