



Omar Mansour

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ABOUT ME

Senior Mobile Engineer · Claude Code (AI) Certified · Building AI Tools My Whole Org Uses · 10+ Yrs · Now Ships iOS, Android, Backend & Frontend

10+ years in Android. Now shipping iOS, Android, and backend. The difference? AI tools I built myself, and then the whole org started using them. My foundation is deep: Kotlin and Jetpack Compose, leading cross-functional squads, pressure-testing specs before a line of code gets written, owning reliability end to end with SLOs, SLIs, and Datadog dashboards.

As a Claude Code in Action certified engineer (Anthropic), I design and ship internal AI Skills that spread across the org simply because they work: engineers, PMs, EMs, on-call responders mid-incident. If it wastes a human's time, I build something that handles it.

Those same Skills changed how I operate. AI didn't just make me a better mobile engineer. It made me a broader one.

WORK EXPERIENCE

● **Perk (formerly TravelPerk)** Berlin, Germany

Senior Mobile Engineer

01/02/2024 – Current

Promoted from Android Mobile Engineer in February 2024.

At Perk, I operate as an informal AI lead alongside my core engineering role, designing and shipping internal AI Skills built with Claude Code (Anthropic) that have been adopted organically across the org by engineers, PMs, EMs, and on-call responders mid-incident. Entirely self-driven, born from a daily commitment to learning AI and turning it into tooling that elevates everyone around me.

Perk is a B2B Travel & Spend Platform. As a Senior Mobile Engineer, I ship full-stack features across iOS, Android, and backend, balancing hands-on delivery with technical leadership across multiple squads and tribes.

I engage in the full product cycle: from idea inception and brainstorming, through solution shaping and technical discussions, into execution and delivery. Working closely with PMs, designers, and cross-functional teams, I pressure-test requirements before a line of code gets written and own solutions end to end from architecture to production reliability.

Recognized as one of Perk's high performers, I was the sole Berlin hub representative invited to the company's High Performers Summit in Barcelona. The AI enablement work continues to earn consistent shoutouts across tribes.

● **Perk (formerly TravelPerk)** Berlin, Germany

Android Mobile Engineer

16/05/2022 – 01/02/2024

I'm proud to be part of the dynamic team at Travelperk, a unicorn company valued at \$1.3 billion, where we're shaping the future of travel technology.

Challenging the Norms: I thrive on the challenges presented by product & design requirements. My role involves dissecting complex challenges & engineering solutions that elevate the user experience. I've been instrumental in creating a highly user-friendly application that simplifies the intricacies of travel.

Technical Prowess: My daily mission involves health monitoring of our applications, diving deep into debugging & problem-solving to ensure the highest standards of quality. In addition, I'm the go-to engineering lead for my squad, fostering effective communication & collaboration with various stakeholders, including Product and Design teams.

Documentation & Innovation : I take pride in creating, defining, and maintaining tech design documents that serve as our engineering blueprint. My expertise extends to structuring contracts for APIs & consuming them efficiently. I've driven innovation by creating RFCs aimed at enhancing our codebase, keeping it on the cutting edge.

Cross-Functional Leadership: I've had the privilege of leading a cross-functional squad, rallying the team to deliver excellence across various features. Collaboration with other squads is a hallmark of my role, where we brainstorm with Design & Product teams to challenge requirements and optimize the development process.

Tech Stack: My coding prowess shines with Kotlin and Jetpack Compose. I'm not just an engineer; I'm an AI enthusiast, exploring the integration of artificial intelligence elements into our applications, shaping the future of travel technology.

Health Monitoring: During my tenure, I've successfully learned & implemented DataDog Dashboards for the squad's health monitoring. Additionally, I've defined, built, and utilized SLOs (Service Level Objectives) to ensure our applications run like clockwork.

SWVL Cairo, Egypt

Android Software Engineer II

17/10/2020 – 01/04/2022

I have been gaining such an immense experience throughout my journey with SWVL in various aspects; from product, to requirements, to methodologies, to how we communicate, to testing, to implementation to shipping our feature to production & eventually making the customer happy.

Being a part of the team that took the company to a whole new level to become the Middle-East's first **\$1.5 Billion Unicorn** to list on Nasdaq.

Such a journey's overview is done through an agile environment which required that :

- I get to work on both the Customer & the Captain apps back & forth, sometimes even doing so in parallel. (Both of which are written in Kotlin & MVI-based)
- Switching squads & being lucky to work with 5 of our top engineering managers, sometimes even doing so in parallel.
- Being the only android engineer at SWVL that got to do the previous points then mentored/onboarded others on how to achieve that as well.
- Working with multiple cross-functional teams.
- Communicating directly with engineering manager(s) & product manager(s) to discuss & challenge the business requirements to optimize over our OKRs and accordingly our KPIs in order to make sure we are achieving the best results possible with the best approach & above all, with our end customer in mind to have the best UX possible.
- Scheduling, setting agendas & managing meetings whenever necessary to discuss details with any parties involved to get the work done.
- Participating in Pre-plannings & Retrospectives.
- Participating in & leading technical plannings with the team and sometimes acting as a squad lead to make sure the whole team is aligned on our objectives & our Sprint is achievable.
- Owning Android deployments on a biweekly-basis to Google Play Store.
- Attending & participating in chapter meetings to increase our chapter's work efficiency & stay up-to-date with the latest technologies.
- Integrating & working with 3rd-party provider(s).
- Enhancing our hiring process to increase its throughput & accordingly scale our team.
- Conducting interviews with potential candidates to join our team.

- Onboarding new joiners & making sure for them to have a seamless, smooth transition into the team.
- Constructing multiple documents to act as our documentation for various processes that we have & iterate over them with the team. Which included but not limited to :
 - Setting our Git Flow process & making sure the whole team applies it.
 - Setting a structure for our conventions. (Code & Pull Requests)
 - Android POC (Point Of Contact) Deployment duties/responsibilities.
 - Enhancing our onboarding process.
- Creating Github Actions in order to automate our deployment procedure to Google Play Store.
- Implementing new features.
- Writing clean, testable code.
- Writing unit tests.
- Pair programming.
- Code reviews.
- Bug fixes.
- Testing.

SkySpirits Cairo, Egypt

Co-Founder & Lead Android Developer

28/02/2015 – 31/07/2020

Our main app "Squeaker" is now available on Play Store :

<https://play.google.com/store/apps/details?id=squeaker.skyspirits&hl=en>

App Key Features :

- Chat (Single & Group)
- Voice Calls (Peer-to-Peer based)
- File Transfer
- Relationships Control
- User Likes & Dislikes (Preferences)
- Advanced search algorithm to match people based on their Preferences & Interests.

Responsibilities include :

- Dependency Injection using Dagger2.
- Applying MVVM Design Pattern.
- Social Media Sign-in.
- Git Version Control.
- Numerous API's usage including Firebase & Google Maps integration.
- Creating a user-friendly experience for utilizing a platform of functionality via an Android app.
- Multi-threading, locks & synchronization design patterns.
- Optimizing performance & ensuring stability for the app throughout all possible environment scenarios.
- Quality control, testing, locating & fixing bugs to meet the user convenience.
- Problem-Solving methodologies.
- UI/UX programming & XML.
- JSON handling.
- Android Studio development.

Upwork

Freelance Android Developer

30/09/2018 – 29/09/2020

Freelancer on UpWork.

Profile : <https://www.upwork.com/o/profiles/users/~01ceb12c531930cd58/>

Jobs I did included the following points :

- Firebase.
- UI/UX programming & XML.
- Git Version Control.
- API's integration & JSON handling.
- Algorithms & problem solving.

- Debugging.
- Multi-threading.

Lavaloon Cairo, Egypt

Full-Stack Developer

28/02/2019 – 30/06/2019

I was responsible for managing a project, for which I was the front & backend developer.

Responsibilities included :

- Maintaining & Developing a Xamarin app for both Android & iOS.
- Maintaining & Developing .NET Core REST APIs.
- Maintaining & Developing MS SQL DATABASE using Entity Framework.
- Applying MVVM Design Pattern.
- Testing.
- Publishing.
- Handling communications between the company & the client.

PassApp Cairo, Egypt

Lead Android Developer

28/02/2018 – 31/10/2018

I was in charge of the android development for the company's own product which is the mobile app. This app enabled our customers to enjoy & experience the seamless passing experience through any kind of gate that was powered by our company's hardware. This was done by connecting to the gate from the mobile app through Bluetooth, resulting in the gate automatically opening without the user having to do anything except to have their phone on them and walk towards the gate.

Responsibilities include :

- Using Bluetooth (BLE) Technology.
- UI/UX programming & XML.
- Git Version Control.
- API's integration & JSON handling.
- Firebase.
- Applying MVVM Design Pattern.
- Applying RxJava.

Bus Pooling (Internship) Cairo, Egypt

Web developer

31/05/2012 – 31/10/2012

Developing & maintaining the company's website.

Responsibilities included : HTML, CSS & PHP

EDUCATION AND TRAINING

31/08/2012 – 30/06/2016 United Kingdom

Bachelor's Degree in Computer Science - Majoring in Software Engineering Loughborough University

31/08/2010 – 30/06/2012

High School International General Certificate of Secondary Education (IGCSE)

LANGUAGE SKILLS

MOTHER TONGUE(S): Arabic

Other language(s):

English

Listening C2

Reading C2

Writing C2

Spoken production C2

Spoken interaction C2

German

Listening A2

Reading A2

Writing A2

Spoken production A2

Spoken interaction A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

SKILLS

AI & DEVELOPER TOOLING

Claude Code | AI Prompting | Mobile application development

CROSS-PLATFORM

Kotlin Multiplatform | KMP | Unit Testing (JUnit, Mockito, Mockk) | JetPack Compose | MVVM pattern | Multithreading | Dependency Injection | MVI | Data Structures Algorithms | Unit Tests | Object Oriented Programming (OOP)

LANGUAGES

Kotlin | Native Android Development (Kotlin Java)

ANDROID

Android SDK | Android Development | Android Studio | Kotlin Flow | Kotlin Coroutines | Android architecture components | Android programming | SQLite | Android Jetpack | Android Design Patterns | ROOM | Dagger (Hilt)

NETWORKING & DATA

REST API (RESTful API) | REST API, Retrofit | Moshi | GIT & Github | CI/CD | JSON | Google Maps API | Supabase | Google Firebase | XML | UDP&TCP sockets

TOOLS & COLLABORATION

Git VCS | Github Actions | DataDog | Atlassian tools (Jira, Confluence, Bitbucket) | Slack (Virtual Chat Rooms Events) | Figma/Zeplin

CERTIFICATIONS

Anthropic, 13/04/2026

Claude Code in Action

Learned to hand Claude Code hours of work and trust what comes back: steering long sessions, enforcing team rules with hooks, automating through headless runs, and verifying unattended output. Then put it to work at Perk, building AI Skills that engineers, PMs, EMs and on-call responders adopted without being asked.

Link <https://verify.skilljar.com/c/smsou5sqqqoa>