

Islam Ihab

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Skills

Language Proficiency

Python • SQL • Typescript • JavaScript • HTML5 • CSS3 • Java • SodaCL

Frameworks & Tools

Next.js • React.js • Expo • Bun • Node.js • Unity • Godot • BigQuery • AirFlow • Docker • Kubernetes

WORK EXPERIENCE

Chief Technical Officer

June '24 - Present

Nour for Modern Constructions

- Developed an internal payroll management tool using **NextJS**, reducing manual processing time by 37% and improving reporting accuracy for 30+ employees, enhancing investor transparency.
- Designed a financial analytics platform with **NextJS** and **GCS**, increasing data accessibility by 50% and reducing financial analysis time by 23%.

Software Engineer / Data Engineer

September '22 - July '24

TRM Labs

<https://www.trmlabs.com/>

- Managed the ingestion and transformation of 10+ TB of blockchain data into **GCS** using **AirFlow** (Python), reducing data processing time by 25% and enhancing data integrity in **BigQuery**.
- Developed data quality checks in **BigQuery** and **SodaCL** to enhance system observability, improving data reliability.
- Monitored and maintained data pipeline stability across multiple on-call sessions using **AirFlow** and **BigQuery**, achieving 99.86% uptime and preventing potential data loss incidents.
- Led a cost optimization initiative for storage systems, achieving annual savings of over \$200K through targeted efficiency improvements.

Software Engineer / DevOps

August '21 - August '22

Backlot

<https://www.backlot.studio/>

- Implemented validity checkers in **Python** to ensure accurate media outputs from testing suites, enhancing reliability.
- Automated end-to-end testing pipelines using **Unity** and **Cypress**, reducing manual testing time by 40% and accelerating release cycles by 15%.
- Streamlined **git** repositories for Unity and Web projects, facilitating smoother collaboration across development teams.
- Transitioned the website infrastructure to **Docker**, enabling rapid deployment of local development environments and boosting team productivity.

Game Designer & Developer

September '18 - August '21

Null DIES

<https://nulldies.com/>

- Worked on the development of "SwordBall" using Unity, focusing on multiplayer support, improving stability and latency.
- Global Game Jam 2017 team member (Winners of the Jam)
- Global Game Jam 2019 team member in collaboration with representatives from Unity

Web Development Intern

June '18 - August '18

DMG - Mountain View

<https://mountainviewegypt.com/>

- Developed features for an inter-company rewards app using React Native.
- Improved the UI/UX of the company's online brochures.
- Resolved debugging issues on the company's websites.

Education

Computer Science and Engineering

German University in Cairo

Projects

Sudoku Web App

NextJS, Typescript

Web-based Sudoku solver inspired by "Good Sudoku" using NextJS and Typescript, allowing users to solve complex Sudoku puzzles in real-time. Implemented a responsive UI for an enhanced user experience.

Home Server and Automation

Python, Arduino, Bash

Added a home server that hosts multiple different services that I use, NextCloud, Gitea, Plex, Home Assistant, Pi-hole and Portainer.

MIPS-py

Python

Implemented a pipelined version of MIPS using Python3 and a datapath diagram using Logisim for the Computer System Architecture course.

VGS Website

Python, MongoDB, React

Made a website for the club that was used for recruiting members, announcing club events and news and host created games.