

Islam Ihab

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Skills

Languages

Python • Typescript • JavaScript • HTML5 • CSS3 • C# • SQL • Java

Frameworks

Next.js • React.js • Node.js/Expressjs • Expo

Databases

BigQuery • SQLite • PostgreSQL • MongoDB

Tools

Git • Bun • Docker • TailwindCSS • Vercel • Cypress • SodaCL • AirFlow • Kubernetes • GCS

WORK EXPERIENCE

Founding Full Stack Engineer

October '24 - Present

Stealth AI Startup

- Lead the development of the MVP for a stealth AI startup, ensuring modularity and customization for future enhancements.
- Collaborated closely with cross-functional teams to align technical solutions with business objectives.

Senior Full Stack Engineer

July '24 - October '24

Nour for Modern Constructions

- Developed a website to showcase the 20 year history of projects for the company using **NextJS**.
- Developed an internal management tool using **NextJS**, to streamline the reporting from employees and management.

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 dropping our costs by 80%, 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

Education

Computer Science and Engineering

German University in Cairo

Projects

[Karaoke Web App](#)

Typescript, NextJS, SQLite, Convex, TailwindCSS

A web-based Karaoke application that allows users to start their own karaoke party, with friends to join remotely.

[PetQR APP](#)

Typescript, NextJS, SQLite, Convex, TailwindCSS

A service that generates a QR code for pet ID tags, instantly notifying you with the location when someone scans it, no batteries or subscriptions required.

[Sudoku Solver](#)

Typescript, NextJS, SQLite, TailwindCSS

A web-based Sudoku application that enables users to solve a wide range of Sudoku difficulties. Additionally, the application provides a creator function, allowing users to input their own puzzles and receive guidance on solving subsequent steps.

[Portfolio Website](#)

Typescript, NextJS, TailwindCSS

Portfolio website built using NextJS and Typescript, showcasing my skills and experience.

Home Server and Automation

Hosting a server at home that runs multiple different services that I use, Proxmox, Truenas Scale, NextCloud, Plex, Home Assistant, AdGuardHome, Portainer and many other services.