

UBAIDA DIB

Full-Stack Software Engineer

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PROFESSIONAL SUMMARY

Full-Stack Software Engineer (M.Sc. Information Engineering & Computer Science) with hands-on experience architecting and building production web applications, a B2B SaaS platform, and applied-research prototypes. Core stack: React, TypeScript, Node.js, JavaScript, PHP, and Python, with PostgreSQL/MySQL/Supabase/Firebase and REST API design. Currently Technical Co-Founder of a SaaS startup, leading a team of four junior developers through code reviews and sprint planning. Combines commercial product development with data analysis (pandas, scikit-learn) and applied research, including two peer-reviewed publications and a €116,300 grant-proposal architecture. Unrestricted right to work in Germany/EU — no sponsorship required. Languages: Arabic (native), English (C1), German (B1, B2 in progress).

CORE SKILLS & TECHNOLOGIES

Languages & Frameworks: JavaScript, TypeScript, React, Node.js, PHP, Python, HTML5/CSS3

Web & CMS: REST APIs, WordPress, WooCommerce, Custom Plugin Development, SEO

Data & Databases: PostgreSQL, MySQL, Supabase, Firebase/Firestore, SQL, NoSQL, pandas, NumPy, scikit-learn

AI & Automation: LLMs, Prompt Engineering, AI-Assisted Workflow Automation, Data Mining, Behavioural Analysis

Tools & Practices: Git, Docker, Linux, Agile/Scrum, Kanban, Code Review, Pair Programming, Software Architecture

Additional: Flutter/Dart, Figma, Adobe Creative Suite (Premiere, CapCut), UX/UI Design

PROFESSIONAL EXPERIENCE

Web Developer & Media Manager

02/2026 – Present

Elevate Events GmbH · Remote, Berlin, Germany

- Develop and maintain the company web presence using WordPress, React and JavaScript, including website optimisation and technical SEO.
- Produce digital content end-to-end for Instagram and TikTok: scripting, filming, editing, graphic design and scheduling.
- Develop content and campaign concepts with company leadership and manage digital community communication.

Technical Co-Founder & Full-Stack Developer

11/2024 – Present

URM ENROLL LTD / URM Nexus · Remote, UK

- Architect and develop a B2B SaaS platform for international student recruitment using React, Node.js, TypeScript and Supabase.
- Implement AI-assisted eligibility screening, applicant-institution matching, document workflows and decision-support processes.
- Design SQL/NoSQL data models and real-time processing workflows; lead a team of four junior developers through code reviews and sprint planning.
- Migrate core platform components from WordPress to React/Node.js and integrate CRM and AI-assisted automation workflows.

Research Assistant & Lead Developer — “Transformers” Project

09/2023 – 05/2025

Rhine-Waal University of Applied Sciences · Kamp-Lintfort, Germany

- Co-led applied research on gamification and behavioural incentives for recycling engagement.
- Built a full-stack research prototype with Node.js, Firebase and JavaScript, including real-time event ingestion, reward logic and engagement tracking.
- Applied Python, pandas and scikit-learn for data mining and statistical analysis; contributed to two peer-reviewed publications.

Lead Software Architect — RecycleRise

02/2025 – 07/2025

Rhine-Waal University of Applied Sciences · Kamp-Lintfort, Germany

- Developed the technical architecture for an EXIST grant proposal valued at €116,300, covering an AI recommendation engine, scalable data structures, GDPR-compliant dashboards and real-time processing.
- Defined the technical roadmap and feasibility parameters with an interdisciplinary university team.

Volunteer Lead Developer & Web Designer

05/2025 – 09/2025

SchlauStart E-Learning Platform · Essen, Germany

- Provided technical ownership of a GDPR-compliant WordPress/WooCommerce platform for vocational education and redesigned its UX/UI for desktop and mobile.
- Developed custom plugins for authentication, role-based access control, learning progress and analytics; introduced agile practices.

Earlier Experience

- Student Research Assistant, Rhine-Waal University of Applied Sciences (02/2022 – 07/2022) — data collection, evaluation and academic documentation; supported programming/IT lab sessions.
- Freelance Full-Stack Developer, Self-Employed, Tripoli, Lebanon (05/2019 – 03/2021) — WordPress/WooCommerce platforms and custom PHP/JavaScript applications for SME clients; payment gateway integration and SEO.
- Computer Teacher & IT Trainer, UNRWA / Beit Atfal Assumoud / SEAC / Women's Programs Association, Tripoli, Lebanon (06/2019 – 03/2021) — training in computer fundamentals, web and mobile app development.
- IT Infrastructure Engineer, UNRWA North Innovation Lab / Women's Programs Association-NBC, Tripoli, Lebanon (01/2021 – 05/2021) — administered Windows/Linux/macOS systems and local network infrastructure.

SELECTED PROJECTS & RESEARCH

- URM Nexus — B2B SaaS platform for international student recruitment with AI-assisted eligibility screening, matching, document management and workflow automation. (React, Node.js, TypeScript, Supabase)
- Transformers / RecycleRise — Applied research and R&D combining software prototyping, real-time processing, gamification, behavioural analysis and GDPR-aware data architecture. (Node.js, Firebase, Python)
- RecyLinggo (Master's Thesis) — “Youth Engagement in Regional Recycling through Digital Solutions”: gamified web prototype with user dashboard, progress tracking and behavioural analytics. (EJS, Node.js, Firebase)

EDUCATION

M.Sc. Information Engineering & Computer Science

03/2021 – 02/2024

Rhine-Waal University of Applied Sciences, Germany

B.Sc. Computer Engineering

10/2016 – 05/2019

Lebanese International University, Lebanon

CERTIFICATIONS

- Meta Front-End Developer Professional Certificate
- Google Digital Marketing & E-commerce / Analytics
- Google Prompt Engineering for AI
- UX/UI Design Principles
- Cisco Introduction to Cybersecurity
- AI For Everyone (Coursera)
- BAMF German Integration Course B1

LANGUAGES

Arabic: Native | English: C1 | German: B1 certified (approx. 5 months of B2 Berufssprachkurs completed, exam pending)

PUBLICATIONS

- Dib, U., Tiedemann, K., Wiegand, M., Betanco, J. J. S., & Kahl, T. (2025). “Visionary solutions for sustainable recycling: citizen participation and circular economy match perfectly.” Nomos Verlagsgesellschaft.
- Dib, U., Kahl, T. & Zimmer, F. (2025). “Gamification for Enhanced Recycling Engagement in Circular Economies.” European Conference on Games Based Learning (ECGBL).