ABDUL BABIL

Senior Software Engineer | Android, Mobile Platforms & Backend Systems

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Senior software engineer with 11+ years across Android, mobile platforms and backend systems. At Meta since 2022, building the shared mobile infrastructure behind its Family of Apps: server-driven UI, generative UI for AI agents, and developer tooling that turns days of integration work into minutes. Earlier work spans native Android and iOS products, startup technical leadership and founding a software studio. Moves between client code, backend services and production debugging, and builds AI-agent tooling that scales a team beyond its headcount.

EXPERIENCE

META | Remote, USA

Senior Software Engineer - Android & Mobile Infrastructure | May 2022 - Present

- Conceived and built an onboarding CLI and AI-agent skill that cut integrating Meta's server-driven UI framework into a new app from days to minutes. Self-initiated; now built into the platform, so every new app ships with it.
- One of three core engineers who turned generative UI (interfaces composed by AI agents) into a multi-surface stack across messaging apps and wearables. Built the component transpiler and developer playgrounds, wrote the roadmap and led two engineers to ship the first wearables version in a week. Now making the framework a native target for open generative-UI protocols.
- Led the migration of shared mobile frameworks in a major messaging app from a legacy code-sync pipeline to live dependencies: incremental, flag-guarded, with no production downtime for 10+ dependent teams.
- Designed and shipped a pre-rendering validation system that catches ad-rendering failures before they reach users, preventing significant revenue loss.
- Defined the 2025-2026 Android integration roadmap across 4+ apps and authored RFCs, including a unified visibility API that replaced several separate implementations. Mentored the engineer who now owns the area.
- Split a monolithic app build into separate consumer and business targets, restoring build-time safety checks and removing a class of production incidents. Built a runtime debugging toolkit used by engineers and AI agents.
- Unblocked product launches as the Android point of contact for 5+ partner teams: 70% faster code deployment for an ad-creation flow and 30%+ better responsiveness for a product editor.

PUSHNAMI | Austin, Texas

Senior PHP Developer | Aug 2021 - May 2022

- Led two developers responsible for backend systems handling more than 1 million API calls per minute.
- Built an XML ingestion pipeline into Elasticsearch; containerized legacy services and moved services to AWS ECS.
- Introduced circuit breakers, Bloom filters and monitoring dashboards to improve reliability, control storage costs and diagnose production issues.

NEWSWAV | Kuala Lumpur, Malaysia

Technical Lead | Dec 2018 - Apr 2021

- As an early employee, led four engineers and moved the backend from a single server to elastic infrastructure on GCP.
- Reworked legacy PHP into Laravel and Node.js services. Moved intensive work into 100+ background jobs, reducing API latency from 900 ms to approximately 100 ms.
- Integrated AutoML to process 20,000+ articles daily for content personalization; built BigQuery and Elasticsearch pipelines for analytics and search.
- Built an in-house ad-serving platform that doubled revenue compared with third-party ad exchanges.

- Automated delivery with Cloud Build and GitHub Actions, saving 15+ hours of manual work weekly. Hired and mentored junior developers.

INDEPENDENT PRODUCT

NUMGROVE

Creator & Developer | numgrove.com

- Built a full-stack puzzle product (browser game and Flutter mobile apps): product decisions, gameplay, backend APIs, puzzle generation with solver checks, and deployment. Stack: Flutter/Dart, TypeScript, Fastify, Firebase.

EARLIER EXPERIENCE

STRATEQ LABS | Kuala Lumpur, Malaysia

Senior Application Developer | Oct 2017 - Nov 2018

- Built Android and iOS product prototypes with product owners and sales teams; two converted into sales. Developed serverless APIs with Firebase and AutoML, cutting development time by 40%.

DURIANA | Kuala Lumpur, Malaysia

Android Software Engineer | Mar 2016 - Jan 2017

- Batched API requests to reduce network calls by 20%. Fixed memory leaks and performance issues, raising the crash-free rate from 96% to over 99%.

MEGA4TECH | Damascus, Syria

Software Engineer & Founder | Jan 2015 - Mar 2016

- Founded a software studio and worked directly with business owners on requirements and delivery. Built web and Android scheduling software for lawyers and an Android parental-control app.

TECHNICAL SKILLS & WORKING APPROACH

Mobile engineering: Native Android (Java, Kotlin, MVVM), iOS (Swift), Flutter/Dart, shared UI frameworks, mobile performance and memory debugging.

Platform & systems: System design, server-driven UI, generative UI, developer tooling (CLIs, debugging tools), code generation, dependency migrations, API design, performance analysis, reliability and observability.

Backend development: PHP/Hack, TypeScript/JavaScript, Laravel, Node.js and Fastify.

Cloud & data: GCP, AWS ECS, Docker, BigQuery, Pub/Sub, Cloud Run, Elasticsearch, Redis, Firebase, Cloud Build and GitHub Actions.

AI engineering: Generative UI and agent-rendered interfaces; AI coding agents in daily work; reusable agent skills that automate integration and debugging; tools built for agents as well as people; evaluations of model output quality.

Technical leadership: RFCs and roadmaps, cross-team integration, mentoring, hiring and production troubleshooting.

EDUCATION & TECHNICAL WRITING

B.S. Software Engineering - Information Technology Engineering
Damascus University | 2015

Technical writing in Google Cloud on Medium: GitOps, BigQuery event streaming and recommendations.
medium.com/@abdulrahmanbabil