Marwan Montaser

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Skills

Python, Java, JavaScript, HTML, CSS, Bash, Machine Learning, AI, Computer Vision, NLP, OpenCV, Pandas, Linux, Arch Linux, Linux Administration, Linux Kernel, Web Development, Software Development, Unity, Git, GitHub

Experience

XFoundry
CEO & Founder | 05/2026 - Present
· Hybrid • Lead a technology organization focused on building practical software, AI products, and developer-focused tools. • Architect product workflows, databases, application structure, and technical solutions across multiple active products. • Direct projects from concept and prototyping through implementation and deployment across AI, web, software, and systems engineering. • Build and maintain a portfolio of 7+ documented projects and product initiatives across AI, software, Linux, Android, and machine learning.

XFoundry
Artificial Intelligence Engineer | 05/2026 - Present
· Hybrid • Develop AI-powered applications and intelligent software systems for active product initiatives. • Evaluate AI models, tooling, and implementation approaches for practical product use cases. • Integrate machine learning and AI capabilities into developer tools and software products, including local-execution workflows.

Freelancer.com | Remote
Web Developer | 01/2026 - 08/2026
• Developed web applications and interfaces using HTML, CSS, and modern web development practices. • Translated client requirements into functional software features and user-facing interfaces. • Debugged and refined implementations to deliver working solutions against project requirements.

Freelancer.com | Remote
Software Developer | 12/2025 - 08/2026
• Developed software solutions with Java and structured software engineering practices. • Implemented requested features and refined application behavior through debugging and testing. • Applied structured problem-solving to turn project requirements into working software.

Freelancer.com | Remote
Game Scripter | 04/2025 - 08/2026
• Implemented gameplay scripts and interactive systems for game projects. • Created and debugged gameplay mechanics while iterating on functionality through testing. • Combined scripting, game design, and testing to improve interactive experiences.

Roblox | Remote
Game Developer | 12/2023 - 08/2026
• Developed interactive game systems and gameplay functionality across Roblox projects. • Implemented, tested, and debugged game mechanics while iterating on player-facing features. • Built experience across game development, design, testing, and scripting over a 1+ year development period.

Roblox
Game Tester | 09/2023 - 08/2026
· Freelance • Tested game builds to identify bugs, gameplay issues, and unexpected behavior. • Reproduced and documented issues to support debugging and quality improvements. • Applied structured game-testing practices before transitioning into game development.

Projects

- **Atlas AI | Jul 2026 – Present · XFoundry**

AI-powered desktop voice assistant and coding agent focused on speed, privacy, and local execution.

- **Devora AI | Jun 2026 – Present · XFoundry**

AI documentation platform that analyzes source code and generates professional documentation automatically.

- **Copeline | Mar 2026 – Present**

Application that turns an Android phone into a high-quality wireless speaker for a PC.

- **Arch Linux Dotfiles | Oct 2025**

Personal Arch Linux and HyDE configuration project focused on Linux customization and system configuration.

- **Real-Time WebView | Sep 2025**

Development tool designed to display website changes in real time while coding.

- **Housing Prices Prediction | Jun 2025**

Machine learning project using housing data to predict property prices from property characteristics.

Education

The Egyptian E-Learning University (EELU)
Computer Science | 07/2027

Certificates

CCNA: Switching, Routing, and Wireless Essentials