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Abdelrahman Ezzeldean
Flutter Developer

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Flutter Developer skilled in building scalable mobile applications using Clean Architecture, Bloc/Cubit, Firebase, and modern development workflows. Experienced in delivering maintainable code, optimizing performance, and developing real-world applications from scratch. Seeking opportunities to contribute to high-impact mobile teams through strong engineering practices and problem-solving.

Skills

Tools and Languages	Dart, Flutter, Git, GitHub, Firebase, GraphQL, REST APIs, Dio, Retrofit, Hive, SharedPreferences
State Management	Bloc, Cubit, Provider
Architecture & Patterns	Clean Architecture, SOLID, Design Patterns (Factory, Repository, Singleton, etc.)
Backend & Services	Firebase Auth, Firebase Messaging, Cloud Firestore, Firebase Storage
Dev & Productivity	CI/CD, Flavors, DevTools (CPU, Memory, Frame Rendering), Dependency Injection (GetIt)
Testing	Unit Testing, Widget Testing, Integration Testing
Soft Skills	Problem Solving, Teamwork, Communication, Code Review Collaboration

Technical Experience

CoinGecko – Crypto Tracking App [GitHub]
Flutter Developer | Team-based crypto market tracking application

- Worked within a collaborative team using Clean Architecture and feature-based modular structure.
- Led the setup of multi-environment flavors for Android and iOS.
- Implemented CI/CD pipelines for automated builds and testing.
- Integrated Flutter Stripe for secure payment workflows.
- Added Sentry for crash reporting and real-time error monitoring.
- Developed Settings and Portfolio screens with clean state management.

SM Store – E-commerce App [GitHub]
Flutter Developer | Full-featured shopping platform with product catalog, cart, and checkout

- Built a complete e-commerce application using Flutter and Clean Architecture principles.
- Integrated GraphQL APIs (queries, mutations, image uploads) for authentication and product flows.
- Implemented Bloc/Cubit for predictable and scalable multi-screen state management.
- Added Firebase Messaging for push notifications and user engagement.
- Designed responsive UI using ScreenUtil with full Arabic/English localization.
- Improved reliability using Dio, caching strategies, and offline handling.

iHealth – Medical Assistant App [GitHub]
Flutter Developer | Healthcare consultation app with AI-powered recommendations

- Developed a medical assistant application following Clean Architecture principles.
- Integrated an AI-based recommendation system to suggest possible conditions and treatments based on user input.
- Implemented Firebase Authentication for secure and reliable user access.
- Built adaptive UI layouts using ScreenUtil with Cubit-based state management.

Professional Development

10-Week Mobile Engineering Mentorship
Flutter Engineering Track

- Trained on Clean Architecture, SOLID principles, and design pattern applications.
- Specialized in Bloc/Cubit, REST/GraphQL networking, and dependency injection with GetIt.
- Practiced GitFlow, code reviews, and Unit/Widget/Integration Testing.
- Worked with CI/CD pipelines, Flavors, Firebase Analytics, and Crashlytics.
- Built features involving payments, deep linking, caching, pagination, and token refresh.
- Optimized performance using Flutter DevTools (CPU, Memory, Frame Rendering).

Education

Bachelor of Information Technology, *Egyptian E-Learning University (EELU)*   2021 — 2025

ACTIVITIES

- Completed an intensive 10-week Mobile Engineering Mentorship within a collaborative team environment.
- Worked closely with a team to deliver multiple production-quality Flutter applications.
- Participated in team-based architecture reviews, debugging sessions, and weekly engineering evaluations.
- Collaborated with peers on optimizing app workflows, performance, and state management.
- Applied structured problem-solving and algorithmic thinking during team discussions and feature planning.