




AGNEL SELVAN

[LinkedIn](#) | [Github](#) | [Medium](#)

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Passionate and Experienced Mobile Application Developer for almost **3 years experience in Flutter**. Experience working in multiple **state management solution** and building **complex UI with Animation**. Adept at problem-solving, proactive in teams, and passionate about creating innovative mobile applications.

PROFESSIONAL EXPERIENCE

Software Engineer

NEO-SOFT TECHNOLOGIES

June '21 - Present

- Expertise with Android and iOS development with strong Flutter fundamentals.
- Experience working with complex UI with complex animation, **shaders**, experience working with **BLOC**, **Riverpod**, **Provider**, etc for statemanagement.
- Experience in working with **MVC**, **MVVM** and **Clean architecture**, **dependency injection** using GetIT.
- Experienced in writing **Unit Testing using MOCKITO**.
- Experienced in GIT, Bitbucket, JIRA, **CICD using Codemagic**.
- Strong experience in **performance and memory management using Flutter devtools**, good problem and error solving, good communication skills.
- Conducted **Complex UI design with animation** and [Game development in Flutter](#) session for 30+ employees.
- Experience working with **Agile methodology** and participated in Pre-Sprint planning discussion, Scrum of Scrum, and Story points.
- **Managed and trained 2-people** and developed a brokerage connectivity mobile app.
- Experience in developing and **deploying applications** on **Play Store** and **App Store**.

TECHNICAL SKILLS

FRAMEWORKS

Flutter, ARKit, SceneKit, Firebase-SDK

LANGUAGES

Dart, Swift, Python, C, C++

DATABASE

MongoDB, Firestore

DEV TOOLS

JIRA, Azure, Git, Blender, Bitbucket, VSCode, Android Studio, XCode

AREAS OF INTEREST

OpenGL, GLSL, Vulkan, Direct3D, Augmented Reality, Virtual Reality

EDUCATION

Xavier Institute of Engineering (*Mumbai University*)

CGPA: **7.34**

Computer Engineering

2017-2021

PERSONAL WORKS

- Contributed to the **open-source community** and developed two **Flutter packages** [WIFI_IP_DETAILS](#) and [UPI_PAYMENT_QRCODE_GENERATOR](#) which has a popularity of 80%+.
- Took a **Valuable Technical Session on Flutter** at [Xavier Institute of Engineering College](#).
- Realtime AR Weather App, placement of **AR UI Weather** card on detected planes using Flutter Framework. ([link](#))
- Real Time Object Placement AR-based Mobile app with Real Time People Occlusion using RealityKit, ARKit, and SwiftUI. ([link](#))
- Technical Blogs on [Medium](#) and some blogs got featured on popular publishers.

PROJECTS

Trippy Car

[Play Store](#) | [App Store](#)

- Flutter-powered car rental mobile application offers a seamless booking experience, empowering users to browse, reserve, and manage rentals effortlessly.
- Worked in as an **individual developer** and developed mobile application using Flutter.
- With sleek UI design and robust functionality, we've streamlined the entire rental process, from vehicle selection to payment and pickup.
- Integrated **social login** on the application as well got experience in **RazorPay payment integration**.
- Our app ensures convenience, reliability, and flexibility, making every journey a smooth ride for our users.

Technology & Libraries Used: Flutter, Razor Pay, Firebase, Riverpod.

Aurum Liv

[Play Store](#) | [App Store](#)

- Flutter-based mobile application redefines property selling with its intuitive interface and powerful features.
- Got exposure in integrating **Google Maps**, **Deep Linking**, handling **Push Notification**, **Firebase Crash-Analytics** in order to have an user friendly and to track the crash reports on production level mobile application.
- Seamlessly connecting buyers and sellers, our app facilitates browsing, listing, and transaction management with ease.
- With real-time updates and personalized notifications and user can **schedule a virtual meeting** for property visit.

Technology & Libraries Used: Flutter, Firebase, Google Maps, Local Push Notification, Provider, BLOC.

Aurum InstaHome

[Play Store](#) | [App Store](#)

- Flutter-powered mobile application is designed to revolutionize the way real estate brokers connect and collaborate.
- With a user-friendly interface and powerful functionalities, our app facilitates seamless communication, listing sharing, and deal management among brokers.
- Brokers can schedule a visit on owners property along with lead and we have integrated **IOT based TTLock smart lock** on the door, in order whenever the broker opens the door the owner will get a notification on the mobile mentioning the broker has opened the door for the visit of the property.

Technology & Libraries Used: Flutter, Customized Plugin for TTLock (Method Channel), Firebase, Provider, BLOC.

All in One Plus

[Play Store](#) | [App Store](#)

- Our cutting-edge Flutter-based mobile application offers a comprehensive solution for managing assets and investments with ease.
- With intuitive design and robust functionality, our app provides users with tools to track portfolios, analyze market trends, in a form of **Pie-Chart**, **Area-Chart** using **syncfusion library** and make informed financial decisions.
- Leveraging Flutter's versatility, we've created a seamless user experience that combines powerful features such as real-time updates on assets and pushing the notification in-case there is a drop of the network.

Technology & Libraries Used: Flutter, Syncfusion Graph Libraries, Provider, BLOC.

AWARDS

Awarded 1st in ApScript Hackathon (02/2021).

This event was organized by **IEEE** based on the problem statement given to the team. I and My team developed a Flexible **Mobile Application** using **FLUTTER** which solved the problem provided by the organization. ([link](#))

Awarded 1st in Project Competition (05/2021).

Awarded as First in Project Competition in our undergraduate college among all the FINAL YEAR Students. My team developed a Flexible **Mobile Application** using **FLUTTER** where we tried to solve a real-world program ([Project Link](#)).

Awarded 1st in ApScript Hackathon (02/2021).

This event was organized by **IEEE** based on the problem statement given to the team. I and My team developed a Flexible **Mobile Application** using **FLUTTER** which solved the problem provided by the organization. ([link](#))