

# OGUMEYO AJIRIOGHENE

## MOBILE DEVELOPER (FLUTTER)

### CONTACT

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github.com/Ajiri-oghene

### SKILLS

- Object oriented programming
- Problem solving
- Teamwork
- Time Management
- Attention to detail
- RESTful api
- Critical Thinking
- Digital Marketing

### EDUCATION

University of Benin – 2025

Edo State, Nigeria

Master of Science

Geophysics/Geoexploration



### PROFESSIONAL SUMMARY

Mobile App Developer specializing in Flutter with over 4 years of experience building scalable, user-focused applications. Proven ability to lead feature development, integrate REST APIs, and manage state effectively using Provider and Hive. Passionate about clean architecture, performance optimization, and crafting intuitive user interfaces. Seeking remote opportunities to contribute to innovative mobile solutions.



### WORK EXPERIENCE

**Smart Box Benin City (Remote)** FEBRUARY 2025 - CURRENT  
Flutter Developer

- Proved successful working within tight deadlines and a fast-paced environment.
- Tested and deployed scalable and highly available software products.
- Created proofs of concept for innovative new solutions.
- Authored code fixes and enhancements for inclusion in future code releases and patches.
- Estimated work hours and tracked progress using Scrum methodology.
- Supervised work of programmers, designers and technicians, assigned tasks and monitored performance against targets.
- Improved software efficiency by troubleshooting and resolving coding issues.

**GoCab (Remote)** DECEMBER 2024 - FEBRUARY 2025  
Flutter Developer

- Corrected, modified and upgraded software to improve performance.
- Analyzed work to generate logic for new systems, procedures and tests.
- Tested functional compliance of company products.

**Hizo (Remote)** JANUARY 2024 - SEPTEMBER 2024  
Flutter Developer

- Corrected, modified and upgraded software to improve performance.
- Supervised work of programmers, designers and technicians, assigned tasks and monitored performance against targets.
- Estimated work hours and tracked progress using Scrum methodology.

- Authored code fixes and enhancements for inclusion in future code releases and patches.
- Optimized code performance by identifying bottlenecks and refactoring for improved efficiency.
- Participated actively in peer-to-peer learning opportunities which helped expand personal skillset as well as foster a collaborative work environment.
- Maintained strong knowledge of evolving technology trends.

### **AfikMart UK(Remote)**

Flutter Developer

APRIL 2023 -  
OCTOBER 2023

- Developed software for mobile operating systems.
- Enhanced user experience through designing and implementing user-friendly interfaces.
- Streamlined workflows by creating reusable code libraries for common functions and features across multiple projects.
- Created comprehensive documentation detailing software functionality for future reference or maintenance purposes.
- Translated customer requirements into written use cases.
- Boosted team productivity through introduction of pair programming, fostering culture of knowledge sharing and collaboration.
- Increased code efficiency by implementing rigorous code review practices, which improved overall software

### **Kudel Lagos (Remote)**

Flutter Developer

JANUARY 2023 -  
MAY 2023

- Inspected equipment, assessed functionality, and optimized controls.
- Developed scalable and maintainable code, ensuring long-term stability.
- Developed reusable components that significantly reduced development effort on multiple projects.
- Analyzed proposed technical solutions based on customer requirements.
- Conducted thorough code reviews to identify potential areas for improvement, ultimately enhancing code quality across all projects handled by the team.
- Refactored legacy codebases for improved maintainability, paving the way for easier future updates.

### **Dwellings (Remote)**

Flutter Developer

JUNE 2022 -  
DECEMBER 2022

- Proved successful working within tight deadlines and a fast-paced environment.
- Tested and deployed scalable and highly available software products.
- Created proofs of concept for innovative new solutions.
- Tested functional compliance of company products.
- Corrected, modified and upgraded software to improve performance.
- Estimated work hours and tracked progress using Scrum methodology.
- Authored code fixes and enhancements for inclusion in future code releases and patches.