Anas AlShareef

Tripoli , Libya, +218-910727051, anasshf8@gmail.com

Date of birth	07/03/2002	Nationality	Libyan
Place of birth	Tripoli		

LINKS

Github, LinkedIn

PROFILE

Software engineer and Passionate and driven Flutter Developer with a strong foundation in mobile app development. I spent 8 months building apps independently, mastering Flutter, Dart, and UI/UX principles before securing a professional role. In my job, I've contributed to building high-performance, scalable applications, optimizing code, and delivering seamless user experiences. Motivated by innovation and problem-solving, I thrive in fast-paced environments and love turning ideas into polished mobile applications and uploading the apps to goggle play and app store

EMPLOYMENT HISTORY

Jun 2024 — Present — **Mobile app developer , STREAMLINE Technology ltd.** — Tripoli

I am a Flutter Mobile App Developer skilled in building cross-platform applications for iOS and Android using Dart and the Flutter framework. My expertise includes UI/UX implementation, API integration, state management (Bloc, cubit), and database handling (Firebase). I focus on writing clean, efficient code, optimizing app performance, and ensuring seamless user experiences.

EDUCATION

Dec 2021 — Mar 2025 — **Bachelor's, College of Electronic Technology** — Tripoli

SKILLS

Flutter	Expert	Microsoft Excel	Expert
Application Programming Interfaces (APIs)	Expert	Microsoft Office	Expert
Mobile Application Software	Expert	Ability to Multitask	Expert
Web Api	Expert	Communication Skills	Expert
Microsoft PowerPoint	Expert	Team Working	Expert

LANGUAGES

English

COURSES

Nov 2022 — Feb 2023 — Flutter development , hasan felaih

Oct 2024 — Dec 2024 — Python with meta, Meta

Feb 2025 — Mar 2025 — Flutter payment gateway , Thrwat samy

Feb 2024 — Mar 2024 — Maharah Coding School (by Libyan Spider & UNDP, funded by EU) Topics covered: UI/UX, Cyber Security, Quality Assurance,- Project Management Soft Skills

SELF PROJECTS

Rick and Morty App

A Flutter application that fetches and displays all characters from the Rick and Morty series using an API. Implemented Cubit for state management, ensuring smooth data handling and efficient UI updates.

Meal App

Developed a recipe browsing app that showcases various food recipes, including Italian and vegan dishes. Utilized dummy data and implemented Provider for state management, ensuring a responsive and scalable application.

Note App

Created a note-taking app that allows users to write and store notes. Used Shared Preferences for local data storage and Cubit for state management, optimizing performance and persistence.

AMF Store

Built a mini store app that enables CRUD operations (Create, Read, Update, Delete) using an API. Implemented product management features, allowing users to add, retrieve, update, and delete products efficiently.