Anthony Aniobi

Mobile Engineer Flutter/Dart

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Experience Summary

Over 5+ years of experience as a software developer including about 3 years as a Mobile Engineer in designing & developing beautiful User Interfaces for applications, integrating with various databases, Client-Server applications, and as a Flutter developer.

- Experienced with the Software Development Life Cycle (SDLC) process, which includes designing and implementing the software, debugging, fixing, and maintaining the software.
- Extensive experience in Flutter and Native Android application design and implementation using Dart and Java.
- Experience with Flutter, Android Studio, and Visual Studio Code including development, debugging, profiling, optimizing, and build processes in Object-Oriented Design Principles (OOD & OOP).
- Experience with integrating websockets and with using docker based applications on mobile backends.
- Proficient skills in Test Driven Development (TDD), Design Driven Development (DDD), and Uncle Bob's Clean Architecture.
- Expert-level skills in developing custom UI components for Flutter Applications.
- Developed applications while being part of both Engineering and Marketing decisions, which helped me learn more and acquire knowledge about basic business processes.

Education

UNIVERSITY OF LONDON (online) link

Course Specialization (Computer Science) November 2021 - Feb 2022

UNIVERSITY OF NIGERIA (full-time)

Bachelor of Engineering -Mechanical (4.32/5), October 2015 - July 2021

STANFORD UNIVERSITY(online) link

Certification Course (Neural Networks and Deep Learning) Dec 2019 - March 2020

Professional Experience

FORREST AND FINCH

Mobile developer, February 2022 - date

- Worked in a team to develop mobile app integrating services of
- Launched docker based backend server (Nakama) for mobile application.

SWITCH

Chief Technical Officer, December 2020 - July 2021

• Worked in a team to develop software to integrate with electronic meter

 Collaborate with business analysts, users, and QA team to ensure market quality and provide implementations/bug fixes.

SISAKEST GROUP

Programming Tutor, March 2020 - August 2020

- Created a curriculum to facilitate the learning of Programming by Junior developers.
- Mentored and trained 20+ young developers in Nigeria on the core/ basic concepts of software and hardware development.

FIVERR (Remote)

Mobile Engineer, September 2020 - date

Projects

INVOICE, RECEIPT AND MEMO (active) - link

A mobile application for Generating Invoice, Receipts and memos for small businesses with offline app - January 2022

SOLAR CONSULT (active) - link

A mobile application for Solar Installation, Sizing and recommendation - December 2021

NIGERIAN CUISINE (disabled) - link

An mobile application written in Java for learning nigerian recipes - November 2020

Awards

Nivlek Awards - <u>link</u>

Academic Excellence and leadership Award, June 2021

Christok Coding Competitions - <u>link</u>

Winner programming competition, January 24 2020

Additional Skills

- **Programming:** Dart, Python, Java
- Concepts: Design Implementation, Clean Architecture, and Test-Driven Development
- **Database**: SQLite/ Firebase / MongoDB / Airtable API / Redis