

Kalid Meftu Berihe

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Profile Summary

Android & Flutter Developer | Building Impactful Mobile Apps.

I specialize in creating user-friendly, high-performance Android and Flutter applications. With a focus on innovation and quality, I transform ideas into seamless mobile experiences. Skilled in modern tools and frameworks, I deliver scalable, visually appealing apps that exceed expectations.

Work Experience

Junior Mobile Engineer at EthioMApps (2017-01-01 - 2021-07-01)

Location: Remote Addis Ababa

Responsibilities: As a Junior Mobile Engineer, I was tasked with developing Android applications, a role where I laid the foundation for my expertise in Android development. My responsibilities included integrating AdMob AdSense for monetization, implementing multilingual support, and developing apps with MVVM architecture. A notable feature of these apps was the inclusion of both dark and light mode options, catering to user preferences.

A significant achievement during my tenure was that the apps I developed collectively reached over 1.4 million users, a testament to their appeal and functionality. This experience, particularly as a remote developer, not only honed my technical skills but also instilled in me the importance of user-centric design and the impact of effective monetization strategies.

Mobile Engineer Backend Developer and Head of Innovation at Gotech Technologies (2021-01-01 - 2022-02-01)

Location: Addis Ababa

Responsibilities: In my dual role as a Backend Developer and Head of IT, I was responsible for a wide range of tasks, primarily focused on developing Android and Flutter apps, along with their backend systems and APIs for mobile consumption. My projects included:

Sales Tracker App: I developed this app to track and record the location and visit status of our sales team once dispatched from the office. The backend system was built using Laravel, and the Android app was developed using native Android frameworks, Google Maps API, Retrofit, and JWT authentication for secure backend communication.

Flutter CRBT App: This project involved creating a user-friendly app for browsing and selecting music and artists, and setting ringtones in collaboration with Ethio Telecom. I used Flutter with GetX state management, the HTTP library, and cached image for efficient artist image caching. Additionally, I developed a comprehensive backend portal for music and image uploads, complete CRUD actions, and analytics on music usage and artist searches.

In addition to these projects, I also led the development and customization of the Ezzihi app and managed the deployment of Laravel apps and mobile apps to various hosting services. This role required a blend of technical expertise and leadership skills, ensuring the successful execution and maintenance of multiple complex projects including database design, api design.

Mobile Application Developer at Chapa Financial Technologies (2022-02-01 - 2022-06-01)

Location: Addis Ababa

Responsibilities: Within the Chapa fintech domain. My responsibilities included developing and maintaining flutter apps i have implemented CRUD operations, ensuring secure storage for saving sensitive API keys and data, and leveraging state management frameworks to enhance app performance and maintainability.

Made the first Flutter Chapa payment SDK by collaborating with backend developers and published to market.

Developed and maintained a Flutter app for the fintech sector, utilising Flutter's robust framework and adhering to best practices in app development.

Implemented CRUD (Create, Read, Update, Delete) operations, enabling seamless data management and interaction within the app's features and modules.

Ensured data security by implementing secure storage mechanisms to safeguard sensitive API keys and user data, utilizing encryption and other secure storage practices.

Utilized GETX state management framework to efficiently manage app state, improving performance and responsiveness while simplifying code maintenance and readability.

Collaborated with cross-functional teams, including designers and backend developers, to gather requirements and deliver high-quality solutions that met business needs and user expectations.

Actively participated in maintaining existing Flutter apps that were built on the Stacked state management framework, addressing bugs, implementing enhancements, and optimising performance.

Conducted thorough testing, including unit tests and integration tests, to ensure the reliability, stability, and functionality of the Flutter app across different devices and platforms.

Mobile Engineer at 6irdView (2022-07-02 - 2023-01-02)

Location: Remote

Responsibilities: As a Flutter Developer, I had the privilege of contributing to impactful projects, showcasing my expertise in Flutter app development, state management, efficient navigation, and integration with Firebase and cloud functions. Here are two notable projects I worked on:

1- Freshcut - The Ultimate Roblox Community Social Hub:

Utilized the Bloc state management pattern to ensure efficient and predictable app state management, enhancing the overall stability and performance of the Freshcut application.

Implemented Flutter Autorouter for seamless and intuitive navigation within the app, enabling users to navigate between different screens and features effortlessly.

Optimized code using EvoCode reductions, improving the app's performance and maintainability while adhering to best practices and industry standards.

Played a key role in enhancing various UI features, focusing on delivering a seamless and engaging user experience to the Roblox creators and fans who use Freshcut.

2-School Management App with Complex Chat System:

Developed a school management app powered by Firebase Cloud Functions, enabling smooth communication between students, teachers, and parents.

Implemented a complex chat system tailored to facilitate effective communication within the school community, ensuring efficient notifications and interactions.

Created targeted cloud functions to handle notifications and interactions based on various criteria, such as subject, student, and teacher profiles.

Demonstrated expertise in integrating Firebase and cloud functions seamlessly, optimizing the app's performance and functionality.

Adhered to clean architecture principles, emphasizing maintainability and scalability in app development to ensure the success of the school management app.

Throughout these projects, I consistently applied the Bloc state management pattern, integrated Chapa payment

system for in app purchases.

Mobile Engineer at Safaricom Ethiopia (2023-09-01 - 2024-04-15)

Location: Hybrid

Responsibilities: I played a pivotal role in developing innovative mobile applications for the EKYC and CTAPP Flutter project. I contributed to the successful delivery of complex functionalities and features, leveraging my expertise in Android development, JSON processing, and biometric authentication.

Developed and implemented a robust EKYC Android application for onboarding users to provide SIM cards, incorporating advanced features such as fingerprint authentication, M-Pesa activation, unlocking, resetting, and onboarding additional SIM cards.

Collaborated closely with cross-functional teams, including product owners, designers, and backend developers, to gather requirements and translate them into efficient and user-friendly mobile solutions.

Utilised advanced JSON processing techniques to handle complex data structures and ensure seamless integration with backend services, facilitating smooth data flow and enhancing user experience.

Integrated and worked with IDEMIA biometric engine to enable secure and reliable biometric authentication within the EKYC application, ensuring a high level of data security.

Added new features to Flutter application designed for agents to track and manage Safaricom mpesa clients. This app facilitated client onboarding, follow-up activities, client data management, and visit scheduling, streamlining the entire workflow for agents.

Implemented effective error handling and debugging strategies to identify and resolve issues promptly, ensuring the stability and reliability of both the EKYC app.

Actively participated in the development process design, coding, testing, and deployment, ensuring timely delivery of high-quality mobile application.

Contributed to the continuous improvement of development processes and methodologies, actively participating in code reviews, providing feedback, and suggesting enhancements to optimize application performance and maintainability.

Education

Bachelor’s Degree in Electrical and Computer Engineering (Computer Stream)

Institution: Haramaya University | Dates: 2010-01-01 - 2021-07-01

Location: Haramaya

Certification/Online Courses in Flutter Mobile App Development

Institution: Udemy | Dates: 2022-11-01 - 2023-02-15

Location: Online

Certification/Online Courses in Advanced Mobile App Development In Flutter

Institution: Udemy | Dates: 2022-06-02 - 2023-02-24

Location: Online

Skills & Tools

Mobile App Development, Android Studio

Languages

English, Amharic, AfanOromo