ELIAS SHEMSU NASIR

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FULL STACK DEVELOPER

I'm a full stack and native Android Applications developer. I've got about 5 years of industry experience in software development. I've always given emphasis to a suitable development lifecycle, customized to prioritize release without compromising app architecture or functional integrity. I hold in high regard team mates from different departments, and it has long been my responsibility to interact with clients and stakeholders to communicate user requirements, deliver updates, and overall overseeing of operations.

STRENGTHS AND EXPERTISE

Native Android Development
(Java, Kotlin, Android SDK, Jetpack Compose, MVVM, JUnit Room, Retrofit, Mapbox)

Cross-Platform Development
(Flutter SDK, Dart)

Web Development
(Next.JS, Prisma, TypeScript, Tailwind CSS, Express.JS, Redux, Mongo DB)

Version Control / Repository Moderation
(Git, GitHub, GitHub Actions, GitLab, Code / PR review)

Project Planning & Management
(Jira, Miro, Trello)

Languages
(English, Amharic)

PROFESSIONAL EXPERIENCE

Triple Bottom Line Enterprises   **January 2022 - Present**
Lead Front End Developer

Lead the creation of Flowius Tech -- a set of mobile and web apps that work in tandem to coordinate resource and personnel management.

Accomplishments:

- Worked with clients and stakeholders to create user requirements
- Created timelines for milestones and coordinated the tech department's delivery
- Involved in the UX / UI of Flowius Pay, Flowius Manage, and Flowius Survey, in both mobile and web apps.
- Developed the core features of Flowius Tech apps
- Performed field tests and field interviews regarding the UX of Flowius Tech apps
- Facilitated / smoothened the interactions between the tech team and stakeholders / other departments

D5 & Chewata Awaqi   **September 2018 - November 2019**
Unity Game UI Developer

Mela is an game created as an educational material, intended to bring social and behavioral change through interactive storytelling. It's a game where the choices you make will impact the ending of the story and what happens to the characters.

Accomplishments:

- Involved in the creation of UX design, gamification and storytelling of the game.
- Served as the solo developer of the game.

PROJECTS

STOCKMASTER   Next.js | Express.js | Redux | PostgreSQL | Prisma | AWS Amplify | RDS | EC2
A scalable and production-ready management system with insights on managed data.

FLOWIUS MANAGE   Android SDK | React.JS | Tailwind CSS | Mapbox | Firebase
A proprietary app for maintenance scheduling, inventory and issue tracking for FLOWIUS projects.

FLOWIUS PAY   Android SDK | React.JS | Tailwind CSS | Mapbox | Firebase
A proprietary app for customer management and payment tracking, assisting FLOWIUS representatives in project sites..

FLOWIUS SURVEY   Flutter | Firebase
A surveying app for construction teams in creating preliminary survey data that drives decision making.

EDUCATION

Gebeya Academy, Gebeya Inc
Android Application Development

LinkedIn Learning
Front - End Development Track

AAiT, Addis Ababa University, Class of 2017