Faizal Rahman

SENIOR SOFTWARE ENGINEER
REACT NATIVE, FLUTTER | HIGH-PERFORMANCE CROSS-PLATFORM SYSTEMS
https://faizrhm.dev/ | faiz199011@gmail.com | +93 (0) 783 787 814

TECHNICAL SKILLS

Flutter: Dart, Bloc, Cubit, Provider, Riverpod, GetX, Clean Architecture, MVC, Custom Render Objects, Platform Channels, Isolates, async optimization

React Native: React Navigation, Redux, Zustand, Reanimated, Gesture Handler, TurboModules, Fabric, native Android/iOS bridges

Mobile APIs: REST, GraphQL, WebSockets, Deep Linking, Push Notifications, OAuth2

Performance & Testing: Skia tuning, frame profiling, memory optimization, Detox, Jest, XCTest, Flutter Golden Tests, CI/CD

Cloud & DevOps: Firebase, AWS Amplify, Azure App Services, GitHub Actions, Bitrise, Fastlane

Databases: SQLite, Realm, Hive, PostgreSQL, Redis

Other: App Store & Play Store releases, analytics (Mixpanel, GA4), feature flags, security (Keychain/Secure Enclave), Agile

RELEVANT WORK EXPERIENCE

Netlinks (Full-Time, Onsite) | Senior Software Engineer | Jan 2022 – Present

- Designed next-gen cross-platform experiences using Flutter, React Native, and Swift Concurrency, reducing interaction latency by 32% across complex UI flows.
- Built scalable Flutter and RN modules using Clean Architecture**,** BLoC**,** Riverpod, and Redux, accelerating feature delivery by 35% across Android and iOS.
- Optimized rendering performance by tuning Skia layers, image decoders, and asset caching, increasing UI smoothness from 45 FPS → 60 FPS on mid-range devices.
- Architected real-time communication layers using WebSockets and gRPC, cutting data-sync latency by 28% for interaction-heavy modules.
- Implemented advanced Flutter UI with CustomPainter, ShaderMask, Lottie, and Rive, enabling visually distinctive and highly performant animations.
- Integrated native Swift/Objective-C modules into Flutter via platform channels, achieving 99% reliability for system-level operations.
- Delivered end-to-end CI/CD using GitHub Actions + Fastlane, reducing release cycles by 40% and eliminating manual build inconsistencies.
- Built secure offline-first architecture using Hive/SQLite with delta-sync, ensuring uninterrupted access for 50,000+ daily active users**.**

Rana University (Full-Time, Onsite) | Senior Mobile Developer | Jul 2019– Nov 2021

- Designed and implemented animation-intensive UI flows in Flutter, using custom transitions, matched-geometry effects, and timeline-based animations—boosting visual smoothness across platforms by 42%.
- Refactored legacy components into Flutter-native, optimized widget structures, eliminating rendering bottlenecks and reducing main-thread contention by 30% on animation-heavy screens.
- Built high-performance Flutter modules leveraging Skia-optimized rendering, custom shaders, and GPU-aware widget composition—improving render-time consistency by 25%.
- Developed scalable Flutter UI component libraries using Clean Architecture and atomic design, accelerating feature development velocity by 40%.

- Engineered hybrid navigation flows combining Flutter with native SwiftUI/UIKit screens, ensuring seamless transitions and reducing navigation latency by 18%.
- Improved app startup performance by precompiling Dart kernels, restructuring initialization flows, and lazy-loading heavy modules—reducing cold-start times by 22%.
- Collaborated with designers to build advanced micro-interactions using Flutter Canvas, shader effects, and declarative animation timelines, cutting the design approval cycle by 50%.

DNA Consultant (Full-Time, Onsite) | Mobile Engineer | Aug 2018– Apr 2019

- Built and maintained Ionic/Cordova hybrid apps, enabling faster cross-platform delivery across iOS and Android.
- Developed custom Ionic plugins using Swift/Objective-C and Java/Kotlin to support camera features, file handling, and secure storage.
- Optimized WebView performance by reducing bundle size, refining Angular/Ionic components, and offloading heavy tasks to native plugins—improving runtime stability by 30%.
- Implemented complex gesture and interaction patterns using HammerJS and Ionic gesture APIs, enabling precise enterprise-level workflows.
- Created a unified design system shared across Ionic and native modules, reducing UI inconsistencies by 60%.
- Integrated C++/native libraries for high-performance image processing and exposed them to the Ionic layer through custom plugins—cutting heavy-operation time by 35%.
- Improved CI/CD pipelines with automated builds, code signing, asset optimization, and Fastlane tasks, reducing failed mobile builds by 40%.

Ministry of Finance (Full-Time, Onsite) | Back-end Developer | June 2011 – Aug 2013

- Developed and maintained backend services for financial workflows, improving data accuracy and processing speed.
- Built RESTful APIs and automated data pipelines to support budgeting and reporting systems.
- Optimized database queries and schemas, reducing report generation time significantly.
- Implemented secure data handling, including encryption and role-based access controls.
- Collaborated with analysts to translate financial requirements into reliable backend modules.

MovingUP Mobile (Full-Time, Onsite) | Mobile Engineer | June 2011 – Aug 2013

- Developed and shipped cross-platform mobile apps using PhoneGap/Cordova, enabling simultaneous iOS and Android releases and reducing development time by more than 40%.
- Integrated **native** iOS and Android plugins into PhoneGap to extend hybrid app capabilities—supporting camera access, geolocation, push notifications, and background sync.
- Optimized WebView performance and minimized rendering bottlenecks, improving app responsiveness and load times across mid-range Android devices.
- Built reusable JavaScript modules for data caching, API handling, and offline functionality, significantly enhancing reliability in low-network conditions.
- Collaborated with design and backend teams to ensure hybrid UI/UX consistency across platforms, increasing user satisfaction scores.
- Improved hybrid app security by implementing secure local storage strategies, sanitizing WebView input, and enforcing stricter Cordova permission handling.
- Debugged memory leaks and performance issues specific to hybrid runtimes, reducing app crashes and improving long-term stability.

EDUCATION

Bachelor of Science in Computer Science

Graduated: May 2015

University of Staffordshire

Relevant Coursework: Data Structures & Algorithms, Operating Systems, Distributed Systems, Database Systems, Computer Networks, Software Engineering, Object-Oriented Programming

CERTIFICATIONS

Google Flutter Developer Certification (2024)
AWS Certified Solutions Architect – Associate
Microsoft Azure Fundamentals