

Joel Ovienloba

Senior Mobile Engineer

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SUMMARY

Senior Mobile Engineer with 4+ years of experience in creating high-performant mobile applications with a proven track record of delivering complex projects on time and with exceptional quality.

Expertise in developing and maintaining mobile applications across for both iOS and Android. Skilled in analyzing complex problems and developing innovative solutions to meet challenging requirements. Demonstrated proficiency in producing clean and efficient code using industry-standard software engineering principles. Passionate about clean code practices, performance optimization, and mentoring developers.

EXPERIENCE

Senior Mobile Engineer

Pay4Me Inc

12/2021 - Present Boise, United States

- Led the mobile team in architecting and developing the Pay4Me App (Flutter)
- Oversaw end-to-end development lifecycle, from planning to App Store/Play Store releases
- Mentored junior developers and conducted code reviews to maintain high engineering standards
- Built and maintained CI/CD pipelines (GitHub Actions) for automated testing and release
- Collaborated with Product, Design, and QA to deliver features that improved user retention by 20%
- Delivered secure cross-border transaction features and document uploads for KYC verification
- Spearheaded initiatives to reduce crash rates and improve startup time by over 35%

Senior Front-End Engineer - Engineering Analyst

PT Chat

04/2024 - 02/2025 Washington, United

- Developed full-service mobile app enabling family-district engagement
- Built administrator dashboard for managing schools, assessments, and learning styles
- Integrated secure authentication and performance monitoring tools
- Contributed to UI/UX improvements based on real-time user feedback

Flutter Developer

TravelTube

03/2021 - 10/2021 Tallinn, Estonia

- Worked with cross-functional teams and led the development of 3 mobile applications: TravelTube mobile app which helps connect foodies and travelers all around the world, Tcourier app which connects delivery drivers with restaurants and customers for real-time and on-demand ordering and delivery service and Partner Central App for Restaurants to manage orders.
- Integrated Sentry for real-time error tracking and Pusher for instant notifications
- Improved app modularity and reduced crash rates by 40%

Betawork

Betawork.co

10/2023 - 04/2023

- Participated in the development of the Betawork mobile app as part of a cross-functional team
- Built core Flutter features for cross-platform support across Android and iOS
- Wrote comprehensive unit and widget tests in the project using flutter_test and bloc_test.
- Automated the deployment using CI/CD

Software Developer & Mentor

Bells University of Technology

03/2019 - 07/2019 Ogun, Nigeria

- Co-developed Clinic Management Software for internal use using Javascript and
- Focused on drug inventory and sales system integration
- Designed Flutter learning curriculum for junior developers
- Mentored 30+ students on cross-platform app development, testing, and deployment

SKILLS

Adobe XD, Agile, Android Studio, Automated Testing, Clean Code, Code Review, Dart, Docker, Figma, Flutter, GCP, Git, GitHub, Google Firebase, GraphQL, IAM, Integration Testing, InVision, InVision Studio, JavaScript, KYC, MVC, MVVM, OAuth, Postman, REST, Scrum, Sentry, Swift, Unit Testing, Visual Studio, Visual Studio Code, Xcode, GitHub Actions, SwiftUI, BitBucket, Gmail, Apple iOS, SQLite

PROJECTS

Pay4Me App

[Pay4Me Inc.](#)

<https://play.google.com/store/apps/details?id=app.pay4me.app>

TravelTube

[TravelTube Inc.](#)

<https://play.google.com/store/apps/details?id=com.traveltube.tclubmobile>

EDUCATION

B.Sc. in Computer Science & Information Technology

[Bells University of Technology](#)

📍 Ogun, Nigeria