

Manthan Patel

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Professional Summary

Senior Mobile App Developer with 4.5+ years of experience designing, developing, and deploying scalable Android and iOS applications across diverse industries. Specializing in building real-time, high-performance apps with seamless user experiences, integrations, and cloud-backed architectures. Proven leader in mentoring teams, driving end-to-end mobile projects, and delivering impactful applications that enhance business growth and customer engagement.

Skills

Programming Languages & Tools: Dart, Java, Android, C, C++, Flutter Web

Education

Bachelor of Computer Applications (BCA)

June 2014 – April 2017

J G , Ahmedabad, Gujarat

CGPA: 6.5/10

Relevant Coursework: Object Oriented Programming, Database Management Systems, Operating Systems, Mobile Application Development

Work Experience

Kody Technolab, Ahmedabad Jan 2022 – Present

Mobile Consultant

- Led development of a cross-platform Flutter mobile application integrated with Firebase and REST APIs.
- Built secure authentication and role-based access system, integrating with OAuth2 and biometric login to safeguard sensitive user data.
- Optimized API calls and caching strategies, reducing backend costs by 45% and improving app performance by 70%.
- Mentored a team of 4 junior mobile developers; collaborated with designers, backend engineers, and product managers to align app features with business needs.
- **Flutter, Dart, Firebase, REST APIs, SQLite, Hive, Riverpod, ObjectBox, Git, CI/CD, Play Store & App Store Deployment**

Saubhagyam Web, Ahmedabad Aug 2020 – Jan 2022

Jr. Mobile App Developer

- Developed local data storage and offline-first features, enabling users to download multiple files simultaneously and access them without internet connectivity.
- Implemented subscription management and playlist creation modules, enhancing user engagement and retention.
- Integrated CyberSource payment gateway for secure transactions, ensuring compliance with industry security standards.
- Built real-time object detection functionality using TensorFlow Lite (Flutter plugin), enabling live detection from captured videos.
- Designed video capture, storage, and playback pipelines to support on-device inference for object recognition and user interaction.

Project Work

- **Music Applications (Satsang & Seybitz):** Developed music apps with offline-first architecture allowing users to download multiple tracks, manage subscriptions, and create playlists. Integrated CyberSource payment gateway for secure transactions. (*Flutter, Dart, Firebase, SQLite, Hive, CyberSource, REST APIs*)
- **Object Detection App:** Implemented live object detection using TensorFlow Lite (Flutter plugin). Built features for video capture, storage, and real-time detection from live video streams. (*Flutter, TensorFlow Lite, Firebase, OpenCV, Video Processing*)
- **Beauty-fly:** Built a service-booking and e-commerce application for beauty and fashion. Customers can book appointments, and vendors manage services. Admin panel integrated for centralized management. (*Flutter, Firebase, REST APIs, Razorpay/Stripe*)

- **BluPaws:** Designed a marketplace app for pet wellness services and products. Features included booking appointments with vets, grooming, boarding, and purchasing pet products. Integrated video/voice consultation with clinics. *(Flutter, Firebase, Agora, Google Maps, Payment Gateway)*
- **Medan TV:** Built a live video streaming app with deep links for Like, Comment, and Share. Integrated donations with payment gateway. Enabled publishing of religious and educational content. *(Flutter, Firebase, Live Streaming, Payment Gateway, Deep Links)*
- **Xandria:** Developed an online E-Book library app with EPUB reader, text-to-speech for audiobooks, and interactive 3D models for immersive reading. Implemented subscription-based access for premium content. *(Flutter, Dart, Firebase, EPUB Reader, 3D Models, Subscription API)*
- **Sportyah:** Created a sports community app where users can add their own fields, create teams, share games, and schedule matches with opponents. *(Flutter, Firebase, Realtime Database, Push Notifications)*
- **SSGC:** Built an education app where users can purchase courses/books, view demo PDFs, download resources, give online tests, and watch course videos. *(Flutter, Firebase, Video Player, Online Testing, PDF Viewer)*
- **ROS:** Integrated ROS with Flutter for real-time robot control and monitoring. Developed SDK-based movement controls, emergency handling, and charging logic. Managed continuous media playback and daily data storage using ObjectBox. Implemented EOD data synchronization with backend servers. Technologies: Flutter, ROS, ObjectBox, SDK Integration *(Flutter, ROS, Video Player, ObjectBox, SDK Integration)*