Redha AlRamadhan
Software Engineer / Product Manager
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Career Objective

Software Engineer with 5+ years of experience in developing and implementing creative solutions to complex problems. Proven ability to communicate complex technical concepts to non-technical audiences. Seeking a challenging role in a fast-paced environment where I can use my skills and experience to make a meaningful impact.

Executive Summary

Software Engineer with **over 5 years of experience** in developing and delivering high-performing mobile applications and web applications using **Flutter and NextJS**. Proven ability to deliver high-performing mobile applications on time and within budget. Successfully navigated complex projects and met aggressive deadlines, resulting in **over 15,000 downloads** and positive user reviews. Currently, I hold a dual role as a software engineer and product manager at **DNGX Solutions** in Hofuf, Saudi Arabia.

Educational Qualification

Bachelor of Computer Science King Faisal University's College of Computer Sciences & Information Technology, Al Hufof
(2016 - 2021)

Employment Profile

DNGX Solutions, Al Hufof – Software Engineer / Product Manager – *DNGXSolutions.com*
JULY 2023 - ACTIVE

- Leveraged Flutter and NextJS to lead the development of a customer-facing mobile app and websites, resulting in a universal user-friendly interface across all operating systems.
- Collaborated with product owners to define project requirements, create detailed technical specifications, and provide accurate time and resource estimations.
- Contributed to the evaluation and selection of new technologies and tools to improve the development process.
- Consistently met project deadlines and milestones, maintaining a strong focus on quality and performance optimization.
- Acted as the key point of contact between the development team and stakeholders, ensuring clear communication and alignment on project goals.
- Participated in the recruitment and interviewing process for new team members, helping to build a high-performing development team.
- Stayed informed about industry trends, proposing innovative solutions to enhance products and user experiences.
- Worked closely with UI/UX designers to implement responsive designs and ensure a consistent user experience across iOS and Android platforms.

Debrah, Al Hufof – Software Engineer / Division Head — *debrahapp.com*
JANUARY 2022 - JUNE 2023

- Developed and maintained the company's flagship mobile suite of three applications for iOS and Android, implementing new features, optimizing performance, and ensuring compatibility with the latest OS versions.
- Continuously updated and improved the Flutter-based mobile app to incorporate new features and enhancements, ensuring a competitive edge in the market.
- Actively participated in the evaluation, adoption and creation of third-party plugins and libraries for Flutter to enhance app functionality and user experience.
- Architected and developed a microservices-based backend system using Node.js and Docker, resulting in improvement in system scalability and reliability.
- Played a key role in adopting best coding practices, reducing software bugs and enhancing overall quality.
- Collaborated with the backend team to build RESTful APIs using Laravel, enhancing data retrieval and ensuring seamless communication between the app and the server.
- Implemented effective error handling and logging mechanisms, reducing debugging time and enhancing overall app stability.
- Played a central role in troubleshooting and resolving complex technical issues, demonstrating excellent problem-solving skills.

Core Skills

Programming:	Dart, JavaScript, PHP, Python
Database:	MySQL, Postgresql, Firestore, Supabase
Frameworks:	Flutter, NextJS/React, Laravel, Tailwind, Bootstrap
Tools & Version Control:	VSCode, git
Designing Tools:	Figma
Hosting Providers:	AWS, Digital ocean, Google Cloud, Firebase, Vercel
Languages:	English (Fluent), Arabic (Native)

Personal Projects Worked on

Context Based Notification System — Graduation Project

- A mobile application used to sense Beacons around the users to alert them of a restaurant or a shop near them.

Gift Shop POS — Freelancer Project

- A compact and highly personalized Point of sale program for a gift shop written in Java with Microsoft Access.

Fish Finder — Personal Project

- A mobile application that can find the optimal time and place for fishing, using the sea depth, moon cycle, temperature and wind speed to determine the possibility of fishing.