

Roki Roy

Mobile Engineer (Flutter, Swift, iOS, Android)

Portfolio • GitHub • LinkedIn

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Summary

Mobile application developer with production experience building high-performance cross-platform and native apps. Expert in Flutter for multi-platform delivery and Swift for native iOS/WatchOS experiences. Proven track record of shipping apps with 5,000+ active users, implementing clean architecture, and integrating complex device features like Bluetooth, Biometrics, and Background Services.

Experience

Software Development Engineer (SDE 1) — Fordel Studios

Feb 2025 – Present

- Led end-to-end Flutter app development, achieving 98% crash-free sessions for 5,000+ users.
- Architected a scalable mobile codebase using Clean Architecture and BLoC pattern.
- Designed and shipped a native Apple Watch companion app using SwiftUI to extend core features.
- Integrated complex native modules (biometrics, file system) into Flutter via platform channels.

Full Stack Developer Intern — Fordel Studios

Aug 2024 – Jan 2025

- Optimised mobile app performance, reducing startup time by 40
- Implemented offline-first features and background data synchronization.

Key Projects

emSigner — Digital Signature Platform

- Developed a production Flutter application integrating PayU, Stripe payment gateways and Aadhaar verification services.
- Reduced technical debt by 35% by refactoring monolithic code into modular Clean Architecture.
- Stack: Flutter, Dart, Android, iOS, REST APIs

emSigner Companion App — Apple Watch

- Built a native WatchOS companion app extending digital signature workflows to wearables.
- Implemented independent WatchOS networking and secure data sync with the main iOS app.
- Stack: Swift, SwiftUI, WatchOS

Dooars Dil — Hyperlocal Dating App

- Engineered a voice-first dating experience with audio profile recording and playback.
- Implemented real-time location-based matching using Flutter and Google Maps/Mapbox integrations.
- Stack: Flutter, Dart, Riverpod, Audio Players, Real-time location

Tournament Management App

- Developed a cross-platform tournament management system for organizing local sports events.
- Built using Capacitor to deploy a single web codebase to both Android and iOS.
- Stack: Capacitor, JavaScript, Mobile Web

Technical Skills

Mobile Development: Flutter (Dart), Swift (iOS/WatchOS), Capacitor, Android (Kotlin basics)

Architecture & State: Clean Architecture, BLoC, Riverpod, Provider, MVC/MVVM

Native Integration: Platform Channels, Bluetooth Low Energy (BLE), Biometrics, Background Services

Tools: Xcode, Android Studio, Firebase, Fastlane, CI/CD for Mobile

Backend Familiarity: Go, Node.js, REST APIs

Education

University of North Bengal — BCA

Expected May 2026