






# Ifeoluwa Andrew Omole

Mobile Developer | Android | Flutter

 [iomole3@gmail.com](mailto:iomole3@gmail.com)  
 Abuja, Nigeria  
 <https://github.com/andy-ife>

 +234 813 705 4260  
 <https://linkedin.com/in/ifeoluwa-omole-6070662a0>

## Profile

Android & Flutter developer with 1 year of experience delivering high-performance apps, optimizing UI navigation by 60%, and building scalable solutions with Firebase, BLE, and Mapbox. Has worked on software developer teams at NITDA Nigeria and Federal University of Technology Minna.


## Education

Sep 2019 – Sep 2025  
Minna, Nigeria

**Bachelor's in Computer Engineering, Federal University of Technology Minna**   
CGPA 4.31/5.0

## Professional Experience

Jan 2025 – present  
Minna, Nigeria

**Contributor, Wikimedia Commons** 


- Improved ease of navigation between related screens by 60% by optimizing fragment navigation and implementing proper attribute passing.
- Fixed memory leaks and improved app performance by 20% by freeing up references to unused fragments.
- Improved dark mode UI by adjusting system bar colors to match the theme.
- Fixed Gradle build errors by 100% by upgrading obsolete dependencies.

Jul 2024 – Nov 2024  
Minna, Nigeria

**Freelance Android Developer**

- Designed and built 3 full apps using Kotlin and Firebase: A campus navigation app, a lost item tracker app, and an emergency services locator app.
- Built 2 apps featuring dynamic maps and navigation, handling over 20 markers with real-time Firebase updates and offline support using Mapbox, Kotlin, and Firebase.
- Developed seamless app-to-hardware communication by implementing BLE and WiFi connectivity on ESP32.
- Ensured client satisfaction, as measured by excellent reviews and an average rating of 4.9/5, by communicating well and adapting to changing client requirements.

Jun 2024 – Nov 2024  
Abuja, Nigeria

**Intern, National Information and Technology Development Agency (NITDA) Nigeria** 

- Designed and built 2 GUI applications (a YouTube video downloader and a Tic-Tac-Toe game), rigorously tested and vetted by my facilitators with a score of 8/10, using Python and working with a team of fellow interns.
- Designed and built a Hausa language translator, earning a 10/10 score and a recommendation from my supervisor, using Python and Raspberry Pi.

## Skills

**Android** — Java, Kotlin, Android Architecture, MVVM, MVI, Hilt, SQLite, Unit Testing, APIs, Firebase, BLE, Android Profiler

**Version Control** — Git, GitHub

**UI/UX** — Responsive Design, Theming, Wireframing, Prototyping

**Flutter** — Dart, Bloc, Provider, Clean Architecture

**Hardware & Communication** — BLE, WiFi, Infrared, ESP32, STM32, Raspberry Pi


## Projects

Jul 2024 – Nov 2024

**Futmaps, Android application**

Campus navigation app with 20+ custom markers, turn-by-turn navigation, and real-time Firebase updates. Presented as a final year project with 5+ DAUs at FUT Minna. Built with Kotlin and Jetpack Compose.

Jan 2024 – present

**Geobud, Android application** 

Geography quiz app with 70+ questions, fetching data from offline (SQLite) and online (REST API) sources. Built with Kotlin and Jetpack Compose.

Jan 2025 – present


**Compresso, Flutter application** 

Image compression app with 90% compression efficiency. Built with Dart and Provider.

## Certificates

- Sololearn Java Course Certificate 
- Sololearn Kotlin Course Certificate 
- NITDA Embedded Systems Certificate 
- NITDA Advanced Python Certificate 

## Languages

**English** — Native/Bilingual