Ifeoluwa Andrew Omole

Mobile Developer | Android | Flutter

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Profile

Android & Flutter developer with 3+ years of experience delivering high-performance apps, optimizing UI navigation by 60%, and building scalable solutions with Firebase, BLE, and Mapbox. Quick learner and excellent collaborator who 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* ⊡ Maintained a high CGPA of 4.31 out of 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 4-5% 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 applications 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 ⊡

Languages

English — Native/Bilingual