ANAS GHAREIB

Software Engineer & Mobile Developer

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SUMMARY

Mobile software engineer with 4+ years of experience leading cross-platform development initiatives. Expert in Flutter ecosystem including Dart, Bloc/Riverpod, clean architecture, and performance optimization. Delivered 3 published applications (avg. 4.5/5 rating) with increasing focus on Flutter architecture and best practices. Proven ability to architect scalable mobile solutions from concept to production.

CERTIFICATION

Linux Server Management and Security [Credential]
Coursera, Jul 2019

Python Specialization [Credential]
Coursera, Apr 2020

KEY ACHIEVEMENTS

App Publication
Published three Android apps with 4.5/5 average rating on Google Play.

SKILLS

Flutter ● Dart ● Bloc/Cubit ● Riverpod ● Clean Architecture ● Domain-Driven Design ● React Native ● Kotlin ● Jetpack Compose ● Swift ● SwiftUI ● MVVM ● Provider ● Redux ● Google Firebase ● Dart Frog ● Node.js ● NestJS ● TypeScript ● JavaScript ES6 ● Python ● SpringBoot ● GraphQL ● REST API ● MongoDB ● PostgreSQL ● Supabase ● AppWrite ● Cloud Firestore ● GCP ● AWS Amplify ● Cloudflare ● Git ● GitHub Actions ● Codemagic ● Fastlane ● Docker ● Gradle ● Very Good CLI ● Unit/Widget/Integration Testing ● Golden Tests ● Performance Profiling ● Dart Code Metrics ● Mockito ● Dart FFI ● Platform Channels ● Freezed ● BuildRunner ● Flutter Flame ● Visual Studio Code ● Android Studio ● IntelliJ IDEA ● Figma ● Dart DevTools ● Linux Server ● Blockchain development ● Web3.0 integration ● Solidity ● Hardhat

EDUCATION

B.Sc. in Information Technology
Misr University for Science and Technology - MUST, Giza, Egypt
Graduated: June 2023

EXPERIENCE

Mobile Application Developer
Leap Tech Kw
01/2025 - 10/2025 *Full-time*

- Technical lead for Flutter development serving commercial and government applications serving thousands of daily active users.
- Implemented scalable Flutter architecture with Riverpod, dependency injection, and domain-driven design.
- Delivered high-performance mobile experiences with custom animations, responsive layouts, and offline capabilities.
- Integrated with enterprise backend systems including payment processing, real-time data, and analytics.
- Managed full development lifecycle from Dart codebase to app store deployment across multiple platforms.

Mobile Application Developer
CS Club Systems
10/2020 - 01/2024 *Full-time*

- Led the development of three apps (Dr. Zone, Club Systems, CS Computer Shop), achieving 4.5/5 ratings.
- Used Kotlin, Jetpack Compose libraries, Firebase, and MVVM to ensure scalable, maintainable apps.
- Optimized performance and delivered clean UI with Jetpack Compose and robust REST integrations.

System Administrator
Cairo Foam
01/2019 - 03/2020 *Full-time, Contract*

- Hired following a critical data breach to rebuild and secure the company's IT infrastructure. Led the design and implementation of a new internal network, connected and configured all workstations and devices, and established a robust backup and disaster recovery system to prevent future incidents. Ensured data integrity, improved system reliability, and enhanced overall cybersecurity posture.

PROJECTS

Muhafthat
A hyper-local community app connecting users within Kuwait's governorates for local news, events, and services.

SpeedRa
A beautifully designed Flutter speed test app showcasing clean, scalable architecture for measuring internet performance.

Rolex Boutique Template
A scalable Flutter e-commerce template demonstrating practical Clean Architecture implementation.

Dr. Zone
An all-in-one platform for patients to find top-rated doctors, book appointments, and manage health records.

Dimension35c
A multiverse explorer app for diving into the characters, episodes, and locations of the Rick and Morty universe.

Sabah Al Salem
A comprehensive UX redesign proposal and interactive prototype to enhance the experience for customers and stakeholders.

6 October Club
A comprehensive mobile app design proposal to redefine the member experience through a modern, feature-rich digital platform.

iconsync
A Gradle plugin that automates launcher icon synchronization from Android to iOS in Kotlin Multiplatform projects.