

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 20233

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.

Rolux 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.