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Top Skills

JavaScript
State Management
Continuous Integration and
Continuous Delivery (CI/CD)

Languages

Twí (Full Professional)
English (Full Professional)

Certifications

Foundations of Project Management

Emmanuel Kwabena Kyeremeh

Software Engineer | Flutter & React Developer | Mobile (Android/
iOS) & Web App | Next.js

Accra, Greater Accra Region, Ghana

Summary

As a Computer Science graduate with over six years of hands-on coding experience, I'm passionate about building impactful mobile and web applications using Flutter, Dart, React.js, and Next.js. I specialize in crafting scalable, user-centric solutions that blend seamless performance with intuitive, engaging interfaces. My knack for turning complex problems into efficient, streamlined applications comes from a deep understanding of cross-platform development and a drive to deliver exceptional user experiences.

In my current role as Lead Flutter Developer and Senior Software Engineer at Dodo Technologies, I manage the mobile team, influence key technical decisions, and represent the mobile side in high-level discussions. I ensure code quality, contribute to cross-team initiatives—including API builds with backend, AI integrations for generative and agentic tasks, and feature alignments with web teams and handle documentation for projects and development workflows.

I have a proven track record of introducing innovative features, optimizing workflows, and collaborating closely with diverse teams to bring ideas to reality. Whether I'm architecting robust applications or ensuring alignment between technical and creative goals, I focus on delivering solutions that resonate with users and stakeholders alike. My commitment to quality, continuous learning, and staying current with emerging tech trends fuels my ability to create reliable, forward-thinking applications.

I thrive in dynamic environments, leading development initiatives and fostering team collaboration to drive success. Let's connect to build cutting-edge solutions that solve real-world problems and make a lasting impact.

Experience

Dodo Technologies

Software Engineer

September 2023 - Present (2 years 1 month)

Spearheading the development and management of two Flutter applications: Dodo Workplace, an internal employee collaboration hub, and Dodo Messenger, an external stakeholder communication platform. My role encompasses the full software development lifecycle, from architecture and feature development to deployment and maintenance on the Google Play Store and Apple App Store.

Key Duties & Achievements:

- **Dual-Application Leadership:** Architect and maintain two distinct, high-performance Flutter codebases, successfully launching both Workplace and Messenger to their respective audiences, achieving a combined 100+ downloads across platforms.
- **Cross-Platform Excellence:** Engineering a single, robust codebase to deliver a seamless, native-feel experience on both iOS and Android for both applications, ensuring consistency and reducing development time.
- **Complex Feature Implementation:** Designed and implemented a comprehensive suite of real-time communication features including:
 - Real-time voice and video calling.
 - Firebase for push notifications.
 - Socket.IO for real-time chat functionality.
 - GetX for state management.
 - Hive and Sembast for high-performance local data persistence and offline capabilities.
 - Shorebird for rapid code push and live updates and hotfix deployment without store submissions.
 - Sentry and Firebase Crashlytics for robust error monitoring and crash reporting.
- Collaborate with backend on API designs, AI team on integrations (eg. agentic tasks) and web team on feature parity and implementation knowledge-sharing.

- Influence company-wide technical decisions, representing mobile in discussions and contributing to cross-team initiatives for unified product experiences.
- Release Management: Manage the CI/CD pipeline and release process for both apps, including versioning, store listing optimisation, submission to Google Play and Apple App Store, and post-launch monitoring and updates.

eHealth Technologies

Software Engineer

July 2023 - August 2025 (2 years 2 months)

Accra, Greater Accra Region, Ghana

Lead Flutter Developer | MyHealth

Spearheaded the client-side development and launch of MyHealth, a holistic Flutter-based health management application designed to empower users to take control of their well-being. My responsibilities encompassed the entire software development lifecycle, from architecture design to deployment on Google Play Store and Apple App Store.

Key Duties & Achievements:

- Mobile Architecture & Development: Architected and implemented the entire Flutter codebase delivering a comprehensive suite of features including personalised health records management, symptom tracking, diagnosis tracking, medication tracking, appointment scheduling with reminders, secure messaging, and integrated video consultations using Agora UIKit.
- Cross-Platform Excellence: Engineered a high-performance, native-feel application for both iOS and Android from a single codebase, achieving 1k+ combined downloads and maintaining a consistent user experience across platforms.
- Complex Integration : Successfully integrated a multitude of critical third-party services including:
 - Agora RTC for real-time video calling.
 - Firebase (FCM, Cloud Storage, Core) for push notifications, file storage, and analytics.
 - Socket.IO for real-time chat functionality.
 - GetX for state management, dependency injection.

- Hive and Sembast for local data persistence.
 - Shorebird for code push and live updates.
 - Sentry and Firebase CrashAnalytics for robust error monitoring and crash reporting.
- API Integration & Collaboration: Worked closely with backend developers to consume RESTful APIs, ensuring robust and efficient data synchronisation between the mobile client and the server.
- Collaborated with backend on API designs and implementation knowledge-sharing.
- Release Management: Managed the entire app release cycle, including versioning, store submissions, and post-launch updates using Shorebird for code push capabilities.

Cast Social

Flutter Developer

January 2023 - August 2025 (2 years 8 months)

Greater Accra Region, Ghana

- I was responsible for the mobile front-end, building the UI and integrating APIs using Dart and Flutter, including state management with GetX.
- Collaborated with senior engineers to troubleshoot application issues and implement timely solutions, supporting seamless operations.

Ministry of Finance Ghana

Software Engineer

October 2021 - May 2023 (1 year 8 months)

Accra, Greater Accra, Ghana

Lead Flutter Developer - HelpDesk Application Suite

I conceived and executed the complete development of a multi-role HelpDesk platform, which resulted in three distinct, flutter applications built for their specific user bases:

- Admin Application: For system oversight, user management, analytics, and ticket assignment.
- Staff Application: For technical teams to receive, manage, and resolve support tickets.

- Client Application: For Ministry of Finance employees to submit, track, and communicate about their support requests.

Technical Execution: I developed all three front-end applications using Flutter and Dart to ensure performance and cross-platform consistency. I then architected and implemented a complete, scalable back end on Firebase, which served as a single source of truth for all applications. This included:

A unified authentication system managing distinct roles and permissions.

Real-time databases and cloud storage structured to securely isolate and share data between user types.

Cross-app communication via Firebase Cloud Messaging for push notifications.

This project wasn't just one app with different user roles; it was a coordinated ecosystem of three purpose-built tools connected by a robust, shared backend infrastructure."

HYPACART LTD

Web and App Developer Intern

August 2020 - November 2020 (4 months)

Kumasi, Ashanti, Ghana

- Assisted in the development of responsive web interfaces using HTML, CSS3, and Bootstrap for client projects.
- Utilised JavaScript (ES6+) and React.js to build dynamic, component-based user interfaces and features.
- Gained hands-on experience in mobile application development, supporting senior developers in various stages of the app lifecycle.

Education

Kwame Nkrumah' University of Science and Technology, Kumasi

Bsc.Computer Science, Computer Science · (2017 - 2022)