

## Contact

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## Top Skills

Change Management  
Product Lifecycle Management  
Interpersonal Communication

## Languages

Twi (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 Senior Software Engineer and Lead Flutter Developer with 6+ years of experience and C.S background, I architect and deliver enterprise-grade mobile applications that scale to thousands of concurrent users while maintaining 99.9% uptime.

### CURRENT IMPACT AT DODO:

Leading mobile development for two production Flutter applications (Workplace & Messenger) serving 1k+ concurrent users:

- Architected Clean Architecture implementation across 100k+ line codebase, improving maintainability by 100% and reducing bug resolution time by 40%
- Reduced Android and iOS deployment time by 87% (4 hours to 30 minutes) through comprehensive CI/CD automation with GitHub Actions, Fastlane, and Shorebird.
- Achieved 99.9% crash-free rate across 1k+ active users through proactive monitoring with Sentry, Microsoft Clarity and Firebase Crashlytics
- Led comprehensive service layer refactoring, extracting 15+ specialized services from monolithic controllers, enabling better testability and team collaboration

### KEY ACHIEVEMENTS:

- Reduced mean time to resolution (MTTR) by 91% through comprehensive error tracking and monitoring
- Improved app performance: <100ms API response times & 45% faster launch time

- Authored 4,000+ lines of technical documentation reducing developer onboarding time by 78% (2 weeks to 3 days)
- Collaborated cross-functionally with backend, AI, and web teams to ensure unified product experience

As Lead Flutter Developer, I represent mobile in technical architecture discussions, influence API design decisions, and establish best practices adopted company-wide. I thrive in dynamic environments where I can architect scalable solutions, mentor team members, and drive continuous improvement.

Currently focused on: AI integration, real-time communication systems, mobile architecture patterns, and performance optimization.

Let's connect to discuss mobile development challenges, architecture patterns, Flutter best practices, or collaboration opportunities!

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## Experience

Dodo Technologies

Software Engineer

September 2023 - Present (2 years 2 months)

Leading mobile development for two enterprise Flutter applications (Workplace & Messenger) serving 1k+ concurrent users with 99.9% uptime and processing 1k+ daily real-time messages.

### ARCHITECTURE & TECHNICAL LEADERSHIP:

- Architected Clean Architecture implementation across 100k+ line codebase, improving code maintainability by 100% and reducing bug resolution time by 40%
- Led comprehensive service layer refactoring, extracting 15+ specialized services (SocketManagement, MessageManagement, MemoryManagement, e.t.c) from monolithic controllers

- Established architectural patterns and documentation standards reducing developer onboarding from 2 weeks to 3 days (78% improvement)

#### PERFORMANCE & QUALITY EXCELLENCE:

- Automated CI/CD pipeline reducing release time by 87% (4 hours to 30 minutes) through Makefile automation, GitHub Actions, code signing, and App Store Connect API integration
- Achieved 99.9% crash-free rate through comprehensive error monitoring using Sentry and Firebase Crashlytics across 1k+ active users.
- Optimized application performance achieving <100ms API response times and 45% faster launch time (3.2s to 1.76s)

#### REAL-TIME COMMUNICATION SYSTEMS:

- Architected Socket.IO messaging infrastructure handling 1k+ daily messages with 99.9% delivery success rate
- Implemented sophisticated retry mechanism with exponential backoff ensuring message delivery under poor network conditions
- Designed offline-first architecture with message queue system synchronizing 100% of messages when connectivity restored
- Seamless Integration of voice/video calling.

#### TEAM LEADERSHIP & CROSS-FUNCTIONAL COLLABORATION:

- Lead mobile team, establishing code review culture and best practices that improved code quality metrics by 60%
- Collaborated cross-functionally with backend team on API design optimization (30% reduction in API calls), AI team on generative and agentic tasks, and web team on feature parity.

eHealth Technologies

Software Engineer

July 2023 - August 2025 (2 years 2 months)

Spearheaded development and launch of MyHealth, a comprehensive Flutter-based health management application achieving 1k+ downloads on both app stores.

#### MOBILE ARCHITECTURE:

- Architected entire Flutter codebase from ground up, delivering 8+ major features: personalized health records management, symptom and diagnosis tracking, medication reminders, appointment scheduling, secure messaging, and integrated video consultations
- Engineered cross-platform application achieving native performance and consistent UX on both iOS and Android from single codebase, reducing development time by 50% compared to native approach

#### COMPLEX INTEGRATIONS & REAL-TIME FEATURES:

- Integrated Agora for telemedicine video consultations enabling doctor-patient sessions with HD video quality and low latency
- Implemented real-time chat functionality using Socket.IO for secure patient-doctor messaging.
- FCM for push notifications, Sentry and Crashlytics for error monitoring
- Established offline-first architecture using Hive and Sembast enabling 100% app functionality without network connectivity, critical for healthcare access in low-connectivity areas

#### DEPLOYMENT & OPERATIONS:

- Managed complete release lifecycle including versioning strategy, App Store/Play Store listing optimization, submission processes, and post-launch monitoring
- Implemented Shorebird for zero-downtime updates and hotfix deployment enabling critical bug fixes without store submission delays (2-3 day approval vs instant)

- Achieved 99.5% crash-free rate through comprehensive error handling and proactive monitoring

#### COLLABORATION & API INTEGRATION:

- Worked closely with backend developers to design and consume APIs, endpoint design and payload optimisation
- Participated in daily standups, sprint planning, and technical design discussions ensuring alignment between mobile and backend development
- Provided mobile expertise for backend team understanding client-side constraints and optimization opportunities

#### 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.

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## Education

Kwame Nkrumah' University of Science and Technology, Kumasi

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