Kelvin Atemie-Hart

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---PROFESSIONAL SUMMARY---

As a Software/Mobile Developer with 2 years of experience, I am deeply passionate about technology and constantly seeking opportunities for personal and professional growth. My expertise lies in mobile app development using Flutter, and I have a strong understanding of the full development cycle for dynamic mobile projects. I am proficient in a variety of programming languages including Dart and Python, and am committed to staying up-to-date with the latest technologies and continuously improving my skills in this rapidly evolving industry.

---EXPERIENCE---

MOBILE AND GAME DEVELOPER

Jan 2019 - present | KAH Studios , Nigeria

- Developed three mobile apps (Bible Verse Master, Cinema Ninja, and KAH Comics App) for iOS and Android using Flutter as a hybrid solution.
- Implemented highly-promoted features for the KAH Comics App and participated in the full software development process, including requirement specification, design, implementation, and testing.
- Utilized RESTful API services and AppSync to retrieve, update, and delete data in JSON or XML format, and integrated Firebase services and Google ads into the app.
- Led the translation of basic design plans into full iOS app frameworks, delegating project components to team members and implementing state management frameworks such as GetX, Bloc, and Provider.
- Successfully programmed and launched a live game on the play store (Kuubu) using Unity, and a live Bible quiz app (Bible Verse Master) on the play store and app store using Flutter.
- Utilized Firebase as a backend for multiple projects.
- Demonstrated expertise in using JavaScript in conjunction with Firebase functions to optimize app performance and scalability.
- Utilized JavaScript to create custom logic and business rules that can be executed on the backend, allowing for more efficient and secure data processing.

PROJECT MANAGER

Mar 2021 - Jun 2021 | Amorvita Inc. , Canada, Remote

- Managing the development team of 4 to create a functional e-learning website, while ensuring tasks are delivered on time and stakeholders are updated accordingly.
- Completely scoped, planned, and achieved 100% completion of weekly tasks by managing the execution of the company product launch and working with our international Associates and the company's CEO.
- Developed a process to automate company activities resulting in an 80% increase in efficiency and project delivery.
- Transitioned tracking of daily tasks from personal emails to Asana which improved stakeholder's communication and visibility. Also resulted in 100% completion of daily deliverables.

PROJECT MANAGEMENT TRAINEE

Feb 2017 - Nov 2017 | Software Business Solutions Consulting , Nigeria

- Led the preparation of software requirement specifications and testing activities for an ongoing project, including the creation and sign-off of a comprehensive test plan and test cases.
- Managed a team of three to conduct thorough testing of software applications after new changes were implemented, ensuring that client requirements were met and defects/bugs were identified and addressed.
- Successfully launched a facility management website as a Scrum master in a cross-functional team of 5, including remote and onsite developers and designers. Managed project scope, risks, deliverable outcomes, and dependencies.
- Acted as a key client contact and ensured executive expectations were met while delivering results on a CMS website project for a shipping company.

---EDUCATION---

B.ENG. MECHANICAL ENGINEERING

Covenant University , Ota, Ogun State, Nigeria | Graduated in 2016

M.SC. PETROLEUM ENGINEERING AND PROJECT DEVELOPMENT

---PROJECTS---

CINEMANINJA

As a flutter developer, I worked on a mobile app that runs on both iOS and Android using Firebase as its backend. I designed the user interface and integrated a TMDB API, and implemented state management using Getx and local data storage using Get Storage. The app, called Cinema Ninja, can be accessed at the following link: https://linktr.ee/cinemaninja

KAH STUDIOS COMIC APP

I worked on a team of 4 to help design and program an app for reading comics. I used flutter to create the app and use Get for state management; I used firebase as its backend for user authentication and HTTP to communicate with Firebase Storage where the comic data are stored.

BIBLE VERSE MASTER

On this project, I used Flutter/Dart to develop a Bible quiz app using packages like Provider and Getx for state Management.
The app involves answering questions with a 15 sec counter limit. I used different functions to randomize the questions asked and the arrangement of the options. I also incorporated Google Banner Ad into the game for revenue generation.
Play Store: https://play.google.com/store/apps/details?id=kahstudios.ng.bible_verse_master
App Store: https://apps.apple.com/us/app/bible-verse-master/id1600262252

BENEPROJECTI

Functioned as the scrum master, working with the development team and product owner on delivering a Vessel inventory management platform to a client; we developed user stories. Each of these stories was developed as product features, delivering each feature as a sprint. From the survey taken, we achieved 85% of clients' requirements and 80% of user stories after the test launch.
I organized daily stand-up meetings, which were agile in nature, giving every team member a timebox to give their status update. At the end of every milestone, we had a retrospective, where we discussed improvements to deliver effectively on the project. We continuously improved on the features of the platform while collecting user feedback/surveys to help improve the scope and user stories. 75% of the staff I trained, were able to use the platform without requesting technical support from me.

---CERTIFICATIONS---

GOOGLE PROJECT MANAGEMENT CERTIFICATE

https://coursera.org/share/848e0e6a2877390b92e35b341f28a3cf

PROBLEM SOLVING AND DECISION MAKING

DESIGNATED FIRST AID AND EMERGENCY RESPONSE

Equitoral Continental Resources
ECR/FPP/19/007

---SKILLS---

GENERAL CONCEPT: DEEP OOP UNDERSTANDING, GIT, DEBUGGING, CLEAN CODE, UNIT TEST, SOLID PRINCIPLES, PROBLEM SOLVING

FLUTTER: DART, GETX, PROVIDER, BLOC, LOCALIZATION, UNIT TEST & WIDGET TEST, FIREBASE FIRESTORE, ANIMATION

STRONG COMMUNICATION SKILLS INITIATIVE