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MAHESH JAMDADE

[Github](#)
[Stackoverflow](#)
[Linkedin](#)

EMPLOYMENT

Open Source Engineer (Flutter & FlutterFire)

Nevercode HQ

June 2021 - August 2022

- At Nevercode I worked as an open-source engineer on the Triage team for Flutter and Flutterfire (OSS projects from Google). I helped triage issues in [flutter sdk](#), [flutter website](#), [dart website](#), [flutterfire](#) owned by firebase, and [google mobile ads flutter](#). The main repository is the flutter SDK which is enormously huge to give you an idea, it is the 6th most starred repository on GitHub with 900+ contributors, 130k+ stars, and 600+ new issues raised weekly.
- My role was to validate, label, provide reproducible code samples, identify regressions and intimate the flutter team if there is something very critical. The issues I have triaged so far in flutter SDK can be [seen here](#)

Associate Software Engineer

CodeMonk

August 2020 - June 2021

- Working as a Mobile App developer, my day-to-day job included working on some challenging mobile applications and at the same time, I was also responsible for ensuring the code quality of the project by doing timely code reviews of my peers.
- At Codemonk I worked on a wide variety of apps like online eCommerce, real-time fleet tracking, app for real estate, and a Workspace management app.

Flutter Developer

Altorum Leren Private
Limited

June 2019 – August 2020

- I developed an organic food delivery mobile app called “ibOrganic” for a client. The app is live for public use on the Playstore and the AppStore with 200+ daily active customers.
Playstore: <https://play.google.com/store/apps/details?id=com.ibo.iborganic>
App store: <https://apps.apple.com/in/app/iborganic/>
- I have worked on multiple mobile apps like Project and Resources Management in the cloud used internally at Altorum Leren, AMC mobile app that’s capable of working both offline and online.

Android Intern

Hands in Technology
Mumbai

June 2018 - Aug2018

- Worked as a part of an Android App development Frontend team where we built a mobile app for an eCommerce called SWWN which sells cosmetics.

LANGUAGES AND TECHNOLOGIES

- Programming Languages: dart, Python, C++, Java
- Operating Systems: Linux, Windows, Mac OS, Android
- Database: MySQL, MongoDB(basic), Neo4j(basic)
- Frameworks and tools: Flutter, SwiftUI(Basic), Android(Java), Firebase, Bootstrap, JavaFX, Solar2D Game Engine.
- Others: Git, GitHub, Jira, AWS (EC2, SES, code commit)
- Testing: unit tests, integration tests, widget tests, BDD

EDUCATION

**Dartmouth,
Massachusetts, US**

**University of Massachusetts
Dartmouth**

Sept 2022 - Present

MS in Computer and Information Science

- Present Coursework: Theoretical Computer Science, User Interface Design and Techniques, Gamification Design

**Nanded,
Maharashtra India**

**MGM's College of Engineering
Nanded**

July 2015 - July 2019

BE. in Computer Science and Engineering.

- Main coursework: Data Structures, Design, and analysis of Algorithms, Database Systems, Operating Systems, and Software Engineering.

OTHER PROJECTS

- I love to contribute to the open-sourced flutter repo in my spare time my contributions can be found [here](#)
- I also maintain a few open-source packages for a flutter on [pub.dev](#).
- I have also developed an open-sourced tool to generate [beautiful dart code snippets](#) as a side project.
- I have also built a few open sources, cross-platform apps and [published them on playstore](#)
- I developed a Standalone Desktop Application using JavaFX for a local School during my college days to help them generate photoCopy of Official Documents such as Transfer certificates, Bonafide, Nirgam etc.

ACHIEVEMENTS

- Freecodecamp Javascript Algorithm and Data Structure Certification
- **Flutter Create 2018** Certificate from Google for participating in Flutter Create Contest held by Flutter
- **Flutter Clock 2019** Certificate from Google for participating in Flutter Create Contest held by Flutter