






MARCO LOUIS

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Skills

- OOP | RESTful APIs | Clean Code | Problem Solving | Flutter Development | Firebase | State Management | Bloc Pattern | Provider |
- Animation | MVVM | Data Structures | Responsive UI | Git | GitHub | Node.js | Dart | Python | C++ | C# | Java | Research Skills |
- Communication Skills | Flexible | Collaborating | German | English | Arabic |

Education

Bachelor of Computer science

Faculty of Computer Science

Egypt 09/2022 - Present

- Major in Computer Science

Experience

Flutter Intern (Remote) :

CodeMiners IT & Consultancy

Pakistan

09/2024 - Present

- **Project Overview:** Currently developing a dual-purpose application catering to both regular users and doctors, designed to streamline interactions and services within the healthcare sector.
- **Backend Development:** Responsible for backend implementation using Dio for API requests, ensuring secure token management through shared preferences to protect sensitive user information.
- **State Management and Architecture:** Employing Provider for efficient state management and implementing a Modular Architecture to organize files and enhance code maintainability and scalability.

Flutter Intern (Remote) :

Styloon India

India

08/2024 - Present

- Developing a barber booking app with a focus on creating a beautiful and intuitive user interface.
- Implementing features such as appointment scheduling, stylist profiles, and customer reviews using Flutter.
- Collaborating with a remote team to design, develop, and test new functionalities.
- Enhancing the user experience through clean, responsive UI designs and smooth animations.
- Participating in daily stand-ups, code reviews, and contributing to the app's documentation and testing efforts.

Flutter Intern (Remote) :

Fabu

Nigeria

07/2024 - Present

- Developing and maintaining Flutter applications as part of a remote team.
- Collaborating with designers and backend developers to create responsive and user-friendly interfaces.
- Implementing state management solutions using Cubit/BLoC.
- Conducting code reviews and participating in Agile development processes.
- Writing clean, maintainable code and ensuring high performance and responsiveness of applications.

Projects

Bookly :

- **Description:** Bookly is a Flutter app displaying the newest books and bestsellers. It fetches data from an API, uses Cubit for state management, Dio for API requests, `cached_network_image` for image caching, `get_it` for dependency injection, and `go_router` for routing.
- **Key Features:** Displays newest books and best sellers; efficient image loading and caching with `cached_network_image`; state management with Cubit; fetches data from an API using Dio; dependency injection with `get_it`; navigation and routing with `go_router`.
- **Technologies Used:** Flutter, Dart, Cubit, Dio, `cached_network_image`, `get_it`, `go_router`
- **GitHub Repository:** <https://github.com/marcolous/Flutter-Bookly>

Certifications and Courses

- Mastering Programming: A Comprehensive Course In ([Udemy](#))
- Complete Flutter & Dart Development Course ([Udemy](#))
- Flutter Advanced Course Bloc and MVVM Pattern ([Udemy](#))
- Mastering Flutter: Responsive & Adaptive UI Design ([Udemy](#))
- Deep Dive into Clean Architecture in Flutter ([Udemy](#))
- Flutter Payment Integration: Stripe, PayPal & More! ([Udemy](#))
- Master Git & GitHub: Essential Skills for Developers ([Udemy](#))

About Me

Motivated second-year Computer Science student with a strong passion for mobile app development using Flutter. Proven ability to design, develop, and deploy functional applications. Eager to bring creative solutions to your company and grow within a dynamic team.