



MUHAMED RIYAS M

MOBILE APPLICATION DEVELOPER – ANDROID/FLUTTER

PROFILE

Results-oriented Android and Flutter developer with over 9 years of experience, known for driving revenue generation and delivering high-quality mobile applications in fast-paced environments. I have developed and launched over 20 Android apps and games, collectively achieving more than 2 million downloads and generating 1 million GBP in ad revenue. I excel in conceptualizing app solutions using the latest technology, design theory, and creativity, and have successfully integrated Flutter to create cross-platform applications that enhance performance and user experience.

I thrive on collaborating with cross-functional teams to launch updates for Smart Home apps under tight deadlines, resulting in a 10% increase in user engagement and a 5% rise in app store ratings. My innovative advertising solutions have boosted ad revenue by 75% and yielded an 80% higher click-through rate compared to gaming industry benchmarks. I am dedicated to maintaining the highest standards of app development and continuously seeking new ways to improve and innovate.

EXPERIENCE

Mobile Application Developer-Android




Dyson Ltd – Bristol, UK [August 2022 – till date]

- Implemented new features in MyDyson app using Kotlin, Jetpack compose, Android Navigation Component based on modern Android development tools and principles like MVVM, Kotlin-coroutine, Flow, RxJava, Dagger/Hilt/Koin, Retrofit and Room
- Enhanced user satisfaction to 95% by fixing connectivity issues in Dyson connected products by optimizing Bluetooth Low Energy (BLE) connections and introducing a backoff retransmission mechanism.
- Innovated paparazzi snapshot wrapper for comprehensive testing of Jetpack Compose UI elements covering all UI/UX states saving substantial development time, ensuring no missed test cases, and achieving 100% test coverage
- Introduced an engineering UI to troubleshoot Dyson-connected product issues faced by the QA/stakeholders, enabling cross-team developers to quickly identify and assign bugs to the relevant teams
- Reduced Java source base to 2% in a multi-module project by re-writing Java code to Kotlin during my innovative time.
- Authored reusable, self-documenting, high-performing code and participated in code reviews and pair programming to ensure 100% code quality and maintainability
- Assisted QA to setup, build and test frameworks such as Junit, Espresso, and Paparazzi
- Collaborated with cross-functional teams (UI/UX team, Embedded, Cloud, and QA) across multiple geographies to define, design, and ship new features
- Experienced in Agile environment and presented sprint demos and technical sessions to stakeholders in community meetings.

CONTACT

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- medium.com/@muhammed.riyas
- 13 Paddock Close
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BS32 0EX, UK

TECH SKILLS

	Kotlin	●●●●●●
	Flutter	●●●●●●
	MVVM	●●●●●●
	Jetpack	●●●●●●
	JAVA	●●●●●●
	JUnit	●●●●●●
	REST API	
	Espresso	●●●●○
	Paparazzi	●●●●○

KEY SKILLS

- Product Development
- Object-Oriented Programming
- Design Patterns
- Android APIS and SDK
- IOT Domain
- Problem Solving
- CI/CD
- Agile/Scrum

TECHNICAL SKILLS

Languages/Methodologies:

Java, Kotlin, XML, HTML, PHP, C, C++, Dart

Frameworks:

Android, Flutter, React Native, RxAndroid, Android-Jetpack, Retrofit, Firebase, Dragger-2,

Design/Architecture Patterns

MVVM, MVI, MVP, Factory, Adapter, Builder Pattern, Singleton

Database Technologies:

SQLite, My SQL, Room, Firebase

Version Control:

Git, GitHub, GitLab, Bitbucket

Tools:

Android Studio, Jira, Gradle, Git,

ACADEMICS

Master of Computer Applications,

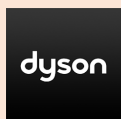
Calicut University of India

69% First Class

Bachelor of Mathematics, Calicut

University of India

90% Distinction



[MyDyson](#)



[Lumos Control](#)



[BruHealth](#)



[Words Wagon](#)



[Diwans Durbar](#)



[Wordley](#)



[GMDC](#)



[PICO](#)

EXPERIENCE

Mobile Application Lead – Android/Flutter

WiSilica India Pvt Ltd, Kochi, India [September 2014 – July 2022]

- Developed 10+ high-performance mobile applications using Flutter, focusing on clean, maintainable, and readable code, resulting in a 20% decrease in bug reports.
- Collaborated directly with 5+ clients to gather requirements, provide updates, and ensure project alignment with their vision and goals, achieving a 95% client satisfaction rate.
- Played an integral role in key project decisions, including designing application architecture and selecting appropriate frameworks and tools, leading to a 30% improvement in project delivery times.
- Leveraged expertise in Flutter and essential libraries/tools such as BLoC, Firebase Crashlytics, Firebase Cloud Messaging, Google Maps, Stripe, Freshchat SDK, json_serializable, and dio/kiwi to enhance app functionality and reliability, reducing crash rates by 40%.
- Demonstrated strong proficiency in JavaScript and Dart, contributing to efficient and effective application development, which improved coding efficiency by 25%.
- Designed and implemented RESTful APIs, ensuring robust and scalable communication between the mobile app and backend services, resulting in a 50% improvement in data synchronization speed.
- Applied best practices in software design patterns and algorithms, resulting in optimized and high-quality code, which enhanced application performance by 15%.
- Utilized practical analytical skills to diagnose and resolve application issues, enhancing user experience and application performance, leading to a 35% increase in user retention.
- Maintained clear and effective communication in English with team members and stakeholders, facilitating smooth project progress and collaboration, and reducing miscommunication issues by 20%.
- As a proven leader and application architect, I drive system architecture decisions and lead projects from concept through to launch
- Prototyped, designed, developed, tested and published mobile apps for Home automation, Real-time tracking and Broadcasting and media solutions
- Delivered quarantine management apps within stringent timelines (under 45 days) to Ministry of Health of various countries (*Singapore, Brunei, Cayman Island*) during the COVID pandemic resulting in 50% revenue increase

Software Engineer - Android

Technomob Solutions, Kochi, India [January 2013 – September 2014]

- Knowledge of commercial and open-source software/database engineering tools, design techniques, CASE tools and security standards.
- Responsible for application/system dependencies and deliverables.
- Developed, published and delivered the apps within time span.