

Summary

Highly skilled mobile app developer with 15 years of experience delivering top-tier Android and iOS applications in native and cross-platform programming languages.

Specializes in creating intuitive and visually appealing user interfaces, utilizing tools like Figma, Adobe XD, and Photoshop to craft engaging designs.

Proficient in implementing design patterns such as MVC and MVVM, with a strong background in Agile and Scrum methodologies to ensure efficient project delivery.

Expertise in CI/CD pipelines, streamlining the development process for continuous integration and deployment, alongside a deep knowledge of Swift, Kotlin, and Java.

Strong communicator with a proven track record of effectively conveying complex technical concepts to stakeholders and collaborating with cross-functional teams to deliver high-quality mobile applications.

Skills

1. Programming Languages:

i. Native Development:

- **iOS:** Swift, SwiftUI, Objective-C
- **Android:** Java, Kotlin

ii. Cross-Platform Development:

- **Frameworks:** React Native, Flutter
- **Languages:** Dart, JavaScript, TypeScript

2. Mobile Development Frameworks & Libraries: SwiftUI, UIKit, RxSwift, Combine, Jetpack Compose, RxJava, Redux

3. Development Tools & IDEs: Xcode, Android Studio, Visual Studio, IntelliJ IDEA

4. Version Control & Collaboration: Git, GitHub, GitLab, Bitbucket, Agile/Scrum methodologies, Jira, Trello, Confluence

5. APIs & Backend Integration: RESTful APIs, GraphQL, Firebase, AWS, Azure

6. Push Notifications: Firebase, Pusher, OneSignal, Pushy.me

7. Database Management: SQLite, Core Data, SwiftData, Realm, Firebase Firestore

8. Testing & Debugging: Unit Testing, UI Testing, XCTest

9. App Deployment: App Store, Google Play, Continuous Integration/Continuous Deployment (CI/CD) with Jenkins and Xcode Cloud, CircleCI

10. Other frameworks: In-app purchase, Map, Geolocation, Payment gateway integration

11. **Communication & Collaboration:** Telegram, Skype, Slack, Zoom, Microsoft Teams, G-Meet, G-Voice, Whatsapp, and other collaboration tools to maintain effective communication in remote settings.

Experience

July 2025 - Nov 2025

OutWith: Freelancer

React Native / Next.js Fullstack Developer

Outwith is a social networking platform that enables users to create and share events, discover nearby activities, and connect with others through event participation. The system includes real-time chat, social login, user management, and event-joining workflows powered by Supabase.

- Designed and developed **Outwith**, a full-stack social networking app enabling users to create events and send/receive join requests.
- Built the mobile app using **React Native**, implementing intuitive UX for event posting, discovery, and real-time interactions.
- Developed an **admin dashboard and backend API with Next.js**, including event moderation tools, user management, and analytics views.
- Integrated **Supabase** for database, authentication, and authorization, including **social login (Google/Apple)** and secure session management.
- Implemented **real-time chat** using Supabase Realtime channels, enabling instant messaging between event hosts and participants.
- Architected a scalable event workflow—including event creation, join requests, approvals, notifications, and user statuses.
- Ensured smooth cross-platform performance and optimized API endpoints for mobile responsiveness and low-latency real-time communication.
- Established admin-level controls for banning users, moderating events, and managing community safety.
- Collaborated across frontend and backend to deliver consistent data models, error handling, and validation logic.
- Followed modern development practices: component-based architecture, serverless APIs, secure data access policies (RLS), CI/CD deployments.

Nov 2024 - Sep 2025

GoWorship: Part-time, Remote Contract

Flutter Developer

GoWorship is a mobile platform designed for churches to share events, manage congregational engagement, and communicate with members in real time. It includes location tracking, account management, and a full admin system for church operators.

- Developed **GoWorship**, a cross-platform mobile application built with **Flutter**, enabling churches to publish events and users to discover nearby worship activities.

- Implemented **church and user account management** with secure authentication and role-based access in a PHP-powered backend.
- Built an **admin dashboard in PHP** for managing churches, events, user data, and system-wide analytics.
- Integrated **Google Location Services** for accurate, real-time location tracking of users to support features like nearby event discovery and location-based engagement.
- Added **push notification** support (Firebase Cloud Messaging) for event updates, reminders, and real-time communication with users.
- Designed and implemented RESTful APIs in PHP for seamless communication between the admin system and the Flutter mobile app.
- Optimized mobile UI/UX in Flutter, ensuring smooth navigation, fast loading of events, and consistent performance across Android/iOS.
- Ensured backend security through proper validation, rate limiting, input sanitization, and secure data access patterns.
- Collaborated across frontend and backend to align data models, event workflows, notification triggers, and user states.

January 2024 - July 2024

Vodus: Full-time, Remote Contract Flutter Developer

Vodus is a multi-vendor shopping platform developed in Flutter which has yet to be published for updates and internal maintenance.

April 2023 - July 2024

Solve.Care: Full-time, Remote Contract

Delaware, USA - iOS App Developer

<https://apps.apple.com/us/app/care-wallet/id1434240426>

https://play.google.com/store/apps/details?id=com.carewallet.b2c&hl=en_US

Solve.Care - Decentralized Healthcare Administration and Payments

- Developed the project using SwiftUI with the MVVM architecture.
- Implemented Core Data for managing and persisting all Care.Protocols.
- Utilized async/await for efficient concurrency in fetching and submitting protocols via native API calls.
- Integrated social signup/login using Facebook, WhatsApp, and Gmail.
- Leveraged blockchain technology with Web3swift, CryptoSwift, and TrustWalletCore for secure transactions.
- Implemented Firebase for push notifications.
- Integrated deep linking through Urlgeni.us.
- Enabled payments using BinancePay with SOLVE tokens.
- Incorporated CairaAI for question-and-answer functionality.

November 2023 - February 2024

Droll Pics: Part-time, Remote

Fullstack Developer

<https://drollpics.com/>

<https://apps.apple.com/gb/app/droll-pics-sell-your-selfies/id1574845920>

https://play.google.com/store/apps/details?id=com.drollpics&hl=en_US&pli=1

Social Platform for Monetizing Selfies

- Updated and published the DrollPics mobile apps using native Swift (iOS) and Kotlin (Android), employing the MVC architecture for maintainable and scalable code.
- Integrated Backend API calls using Alamofire/SwiftyJSON with completion handlers, ensuring efficient data retrieval and processing.
- Utilized Firebase Storage and Database for secure storage and management of user-generated content, including posts and selfies.
- Designed and implemented the Admin panel and backend APIs using the Laravel PHP framework, facilitating seamless content moderation and app management.

June 2023 - September 2023

Seventh Software - My Coins: Part-time, Remote

iOS App Developer

<https://apps.apple.com/us/app/my-coins-your-tips-tracker/id6449742053?platform=iphone>

- Developed a SwiftUI-based project to manage tips and earnings effortlessly, leveraging the MVVM architecture for a clean and efficient codebase.
- Integrated seamless social sign-up/login options via Facebook, Gmail, and Apple, enhancing user accessibility.
- Utilized Firebase Auth for secure user profile management and Firebase Firestore to efficiently store and track user earnings.
- Implemented In-app Purchases with Apple's monthly and yearly subscription models, providing users with flexible payment options.

March 2023 - May 2023

School Hack AI: Part-time, Remote

Dubai, UAE - iOS App Developer

<https://www.schoolhack.ai/>

<https://apps.apple.com/us/app/school-hack/id1667172863>

<https://play.google.com/store/apps/details?id=com.meets.schoolhack&pli=1>

- Utilized Swift/SwiftUI for the iOS app, ensuring a consistent and high-quality user experience across platforms.
- Integrated document and audio/video uploading features using Cloudinary with Alamofire for seamless media management.

- Developed a feature allowing users to write essays based on a given title and word count, and implemented a ChatGPT-powered tool for answering any questions in real-time.
- Created the "Smart Doc" and "Smart Audio" sections to enhance user engagement and interaction.
- Enabled real-time chat between users, providing instant communication within the app.
- Applied the MVVM programming pattern for a structured and maintainable codebase.
- Used Bitbucket for version control and adhered to Agile methodology for efficient project management.
- Integrated Pusher for real-time notifications and Cloudinary for media storage and delivery.

August 2022 - February 2023

NurseMaster.nz.ltd: Full-time, Remote Contract
Wellington, New Zealand - Project Manager, iOS App Developer

<https://nursemaster.co.nz/home>

<https://apps.apple.com/nz/app/nursemaster/id6453687720>

https://play.google.com/store/apps/details?id=com.benben.nursemaster&pcampaignid=web_share

- Developed an all-in-one online agency platform to improve healthcare conditions by connecting nurses and facilities.
- Utilized Swift/SwiftUI for iOS and Kotlin for Android to ensure a consistent, high-quality user experience across platforms.
- Managed the project using Agile methodology with Bitbucket, JIRA, and Slack.
- Deployed a MySQL database on a GoDaddy hosting server.
- Integrated Firebase Firestore for real-time messaging and Firebase Analytics and Crashlytics for app usage analysis and rapid issue resolution.

April 2022 - October 2023

EURO VAPOUR LTD: Full-time, Remote Contract
London Area, United Kingdom - Fullstack Developer

<https://icered.com>

- Created a vending machine application embedded in vending machines by using Java programming language for Android vending machines.
- Created a customer loyalty applications for both of Android and iOS by using Flutter.
- Created web versions of inventory, customer, user, and transaction management systems.

August 2021 - September 2022

Icared: Full-time, Remote Contract

Irvine, California, USA - Project Manager, iOS App Developer

<https://icared.com>

- Developed a social networking service featuring real-time video conferencing and posting forums of images/text.
- Implemented a location-based news feed tailored to users' interests.
- Built video conferencing capabilities using AgoraKit, centered around user interests.
- Utilized Auto Layout, UIKit, and the MVC architecture for the app's user interface design.
- Employed GraphQL with Apollo for efficient data management and API communication.
- Integrated Firebase Analytics and Crashlytics to monitor app performance and ensure reliability.

April 2020 - June 2020

InsureScan: Full-time, Remote

New York, USA - iOS App Developer / Backend Developer

<https://insurescan.com/tech.html>

<https://apps.apple.com/in/app/insurescan-agent/id1629272541>

Automated the pre-filling of customer data by scanning driver's licenses and vehicle VINs, along with auto-filling producer codes and underwriting information.

- Engaged in in-depth discussions with the client to define the app's core functions and workflow.
- Designed and developed the user interface using UIKit in Swift.
- Architected and implemented backend APIs utilizing Alamofire and SwiftyJSON.

July 2019 - April 2020

Pixil: Full-time, Remote

Ulaanbaatar, Mongolia - Fullstack Developer

<http://pixil.mn/web/en/home-en/>

<https://play.google.com/store/apps/details?id=com.app.pixil>

- Made the graphic design based on Mixtiles and completed the Database Management System.
- Assisted in the development of technology roadmaps to evolve the API estate in conjunction with internal and external solution providers.
- Developed pixel-perfect iOS and Android apps with a web admin panel to manage all users' data.
- Took sole responsibility for designing and implementing the backend, which managed social media API querying, cached API data, maintained historical and real-

time datasets, stored user app data, and calculated popularity and demographic metrics.

- Published both iOS and Android applications while establishing the framework for future platforms.
- Performed comprehensive testing of the application using HP Quality testing tool.

January 2018 - May 2019

SARA: Part-time, Remote

Singapore - iOS App / Backend Developer

<https://apps.apple.com/us/app/s-a-r-a/id1345990620?platform=iphone>

Hotel management system focused on fire and emergency alarms

- Integrated push notifications using Pushy.me to enhance user engagement and communication.
- Designed and implemented the app's user interface (UI) and backend APIs, ensuring alignment with project requirements.
- Developed a real-time messaging system leveraging the Firebase Database for seamless and instant communication between users.
- Utilized Alamofire and SwiftyJSON for efficient network communication and JSON parsing, improving data handling and app performance.

October 2017 - January 2019

RelyPass: Part-time, Remote

Corte Madera, California, USA - iOS App Developer

<https://relypass.com/>

<https://apps.apple.com/us/app/relypass/id1316149787>

- Involved in the design and development of client-end app (Android/iOS) functionalities using agile methodology by breaking down project goals into sprints.
- Combined C/C++ to implement Encrypt/Decrypt all data in the app using AES-256 for data security.
- Completed the Android training program and participated in projects of building client apps with compelling user interfaces and utilizing Android's APIs to store and extract data from various sources.
- Responsible for updating the existing code, fixing bugs, and adding new features to the existing apps (iOS and Android) and then re-publishing these apps to the App Store and Play Store.

September 2016 - August 2018

RPI and MPS: Part-time, Remote

Toronto, Canada - Mobile App Developer

<https://www.dolphinmps.com/>

- Implemented auto-layout using UIKit in Swift to ensure a responsive and adaptive user interface.
- Developed a feature that allows users to select a specific body part to search for corresponding illnesses and pains.

April 2016 - March 2022

eCropOrigin: Contract, Remote
Hawaii, USA - Mobile App / Backend Developer
<https://ecroporigin.app/>

- Created custom Mobile application(Native) and Web Admin Panel(Nodejs) using native technologies.
- Provided dedicated support and timely issue resolution to clients following successful app launch.
- Managed all aspects of the Android app lifecycle from research and planning through deployment and post-launch support.
- Delivered weekly progress reports to executive staff and informed applicable parties of upcoming milestones.
- Directed software design and development across multifaceted team to meet client needs for functionality, timeline, and performance.
- Consulted regularly with internal customers on application development project status, new project proposals, and software-related technical issues.
- Worked closely with software development and testing team members to design and develop robust solutions to meet client functionality, scalability, and performance requirements.