
EBENMELU IFECHUKWU | SOFTWARE ENGINEER

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PROFESSIONAL SUMMARY

Hardworking and relentless software engineer with a strong passion for technology and problem-solving. Possessing excellent coding skills, attention to detail, and a persistent work ethic, ready to bring these qualities to a challenging role and contribute to developing cutting-edge software. Determined to continue learning and growing as a developer, eager to work with a team and collaborate to deliver exceptional results.

PROFESSIONAL EXPERIENCE

Flutter Developer ● Technobs Digital Solutions ● December 2022 - Present

- Completed integration and maintenance of native Android plugins in client apps within tight deadlines, averaging a 4-day turnaround time per plugin
- Increased team productivity by 10% by using best software development practices, resulting in more features delivered, bugs fixed, and lines of code written per unit of time
- Collaborate with a diverse team of 4 other developers to build client apps and create new features

Native Android Engineer ● Leon Enterprise (Tune L.L.C) ● March 2021 - August 2021

- Collaborated with a small cross-functional team to develop TuneMe, a social media app with collaborative media streaming features
- Created a Node.js script that transformed SVG files into vector drawables, resulting in a 50% reduction in errors and an accelerated project delivery time by 20%
- Proposed and implemented some features to improve the product's functionality and usability

RELEVANT SIDE PROJECTS

Ventry ● Freelance ● January 2023 - Present

- Developing a feature-packed inventory management app using Kotlin and Android Jetpack that improves a client's inventory management processes
- Designed and developed a real-time tracking app that seamlessly synced data across multiple user devices utilizing Firebase

Rember ● Creator ● December 2022 - Present

- Developing a Flutter app with a focus on elevating memory retention techniques
- Implementing a spaced repetition algorithm to optimize memorization effectiveness
- Utilizing local storage for efficient data retrieval and manipulation

Collider ● Creator ● June 2021 - Present

- Developing a physics-based mobile game using Java and Android Studio
- Implemented finger collision detection using physics principles and algorithms
- Created visually appealing graphics and animations, utilizing Canvas API

TimeLY ● Creator ● February 2021 - Present

- Designed and implemented efficient app architecture, resulting in improved performance and user experience
- Implemented features such as scheduling, task management, and reminder notifications
- Contributed to the open-source community by making the app available on GitHub
- Conducted user testing to gather feedback and continually improve the app

PROUD OPEN-SOURCE CONTRIBUTIONS

S.M.D Desktop ● Creator ● April 2022 - Present

- Developed an open-source desktop application using Electron.js, which enables users to download songs, integrates with the Spotify API and released on [GitHub](#)
- Designed and implemented the user interface for the application, which includes features such as search functionality and download progress tracking.

Node User Settings ● Creator ● October 2022 - Present

- Developed an npm library with tests, that simplify the process of implementing user settings in node js applications and published on [npm](#)
- Documented the library thoroughly, including installation instructions, API documentation, and usage examples to enable developers to easily integrate it into their projects

CORE SKILLS

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|-------------------|----------------|----------------------------------|
| ✓ Java / Kotlin | ✓ SQLite | ✓ Team work |
| ✓ Android SDK | ✓ Firebase | ✓ Creative thinking |
| ✓ Android Jetpack | ✓ Node JS | ✓ Analytical thinking |
| ✓ Dart / Flutter | ✓ Git / GitHub | ✓ Excellent interpersonal skills |

LANGUAGES

- ✓ English (Full professional proficiency)
- ✓ Igbo (Native proficiency)

EDUCATION

2017 - 2022 | [Nnamdi Azikiwe University](#)

B.Engr. in Electronics and Computer Engineering - Hardware Engineering