

TAYYAB ASHRAF

Senior Android / Mobile Application Developer

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SUMMARY

Senior Android / Mobile Application Developer with 7+ years of experience in developing and maintaining scalable Android applications using Kotlin, Java, MVVM and Clean Architecture. Strong expertise in real-time communication (WebRTC), media streaming, payments and performance optimization for production apps. Additional experience with Flutter and Unity, supported by an early-career backend foundation in Core PHP and REST APIs.

TECHNICAL SKILLS

MOBILE DEVELOPMENT: Android (Kotlin, Java), Jetpack Compose, Flutter (Basic)

ARCHITECTURE AND DESIGN: MVVM, Clean Architecture, SOLID Principles

ANDROID LIBRARIES & TOOLS: Retrofit, Room, Coroutines, Flow, WorkManager, Dagger, Hilt, Firebase

REAL-TIME & MEDIA: WebRTC, Socket.IO, FFmpeg, Media Streaming, Performance Optimization

MAPS & PAYMENTS: Google Maps SDK, In-App Purchases, Payment Gateway Integration

BACKEND & APIs: REST APIs, Core PHP, Web Services

DEVOPS & ENGINEERING PRACTICES: CI/CD, Unit Testing, SDLC

PROFESSIONAL EXPERIENCE

Sr. Software Engineer - Android

LR Technologies | Lahore

02/2023 - Present

- Led Android feature development using MVVM and Clean Architecture for a production-scale social and business networking application.
- Designed and implemented real-time features including short form video feeds, connection matching, and calling using WebRTC
- Built real-time chat by integrating Socket.IO with Room Database, enabling offline message persistence and improved reliability.
- Integrated secure payment workflows to unlock premium features, working closely with backend and product stakeholders.
- Collaborated with cross-functional teams to deliver features from design through Google Play Store release and post-launch store.

🔗 <https://play.google.com/store/apps/details?id=com.claraworld&hl=en>

Software Engineer - Android

Coeus Solutions | Lahore

12/2021 - 02/2023

- Contributed to the development and enhancement of a forgery-proof digital artwork passport application for managing artwork provenance and collection.
- Implemented a damage detection feature using OpenCV, capturing artwork image from multiple angles and analyzing frames in real time to identify visual defects.
- Extended market place functionality to support NFT minting, buying and selling within the application.

https://play.google.com/store/apps/details?id=com.app_4art.technologies&hl=en_US

Software Engineer - Android

Ozi Technologies | Lahore

03/2019 - 12/2021

- Developed and maintained multiple utility and entertainment Android applications published on Google Play Store. Some of them are below:

1- [Smart Switch](#) 2- [Meet App](#) 3- [Collage Maker](#) 4- [Ramzan Calender](#)
5- [Family Locator](#)

Freelance Project - Remote Mobile Android App

- Developed a remote-controlled Android Application leveraging the accessibility service to automate and execute device actions via secure HTTP (cURL) requests.
- Implemented a lightweight Python backend service to handle request processing, data storage and activity logging.

Unity Development + PHP core

01/2017 - 01/2019

- Early career experience in Unity Games development, contributing to mobile game logic, UI implementation and performance optimization.
- Backend development experience using core PHP to build REST APIs supporting front-end and mobile applications. Details available on request.

Languages

- English - Upper-Intermediate (B2)
- German - Beginner (A1)
- Urdu (Native)

Education

- Bachelor of Computer Science (2012 - 2016)

Arid University Rawalpindi

Certifications

- Flutter and Dart: Developing iOS, Android, and Mobile Apps

IBM (via Coursera), 2025