

TONY MIKHAEL SORYAN

SOFTWARE ENGINEER | FLUTTER DEVELOPER

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SUMMARY

Flutter Developer | Full-Stack Mobile Solutions

- Recent Computer Engineering graduate with hands-on experience building scalable, production-ready Flutter applications using Clean Architecture, Bloc/Cubit, and Firebase. Proven ability to deliver full-cycle mobile apps from concept to deployment with a focus on performance, UX, and real-world impact. Passionate about AI integration, offline-first design, and modern development practices.
- Built 5+ Flutter apps with REST APIs, offline support, and payment integration. Graduation project awarded top honours for innovation in AI-powered safety systems.

TECHNICAL SKILLS

- Programming Languages: Dart, JavaScript, C++, Java
- Frameworks & Architecture: Flutter, Node.js, Bloc, Cubit, Provider, MVC, MVVM, Clean Architecture
- Backend & Databases: Firebase, Supabase, MySQL, SQLite, Hive, Shared Preferences
- APIs & Integrations: RESTful APIs, Stripe, PayPal, Paymob, third-party SDKs
- Tools & Platforms: Git, GitHub, Postman, CI/CD pipelines, VS Code
- UI/UX & App Development: Responsive UI, Localisation, Debugging, Deployment, UI/UX best practices

PROFESSIONAL EXPERIENCE

Software Engineer & AI Prompt Engineer | Hive Tech

Aug 2025 – Present

- Design and optimise prompts to improve LLM accuracy, consistency, and usability.
- Collaborate with teams to integrate LLM-powered features into client applications.
- Build and maintain scalable software modules with clean, maintainable code.
- Research and test advanced prompting techniques to drive business automation and innovation.
- Support deployment and monitoring of LLM-based applications in production.

Mobile Development Trainee | Kimit Academy

Jul 2024 – Sep 2024

- Completed a 120-hour intensive bootcamp in full-stack mobile development using Flutter.
- Built 3 real-world apps with REST APIs, authentication, and Clean Architecture.
- Mastered Git workflows, CI/CD basics, and responsive UI patterns.

Instructor | MSP Society, Faculty of Engineering, Benha University

Jan 2023 – Apr 2023

- Designed and delivered hands-on workshops in Flutter and Dart for 20+ engineering students.
- Mentored student teams in building mini mobile apps, improving engagement by 40%.
- Introduced core concepts: UI design, state management (Cubit), and Firebase integration.

PROJECTS

- AI-Powered Shark Detection System (Graduation Project with Excellent Grade)** [link](#)
Real-time shark detection using YOLOv8 on NVIDIA Jetson, with Flutter frontend for live video streaming, buzzer alerts, and Firebase notifications. System achieved 92% detection accuracy in coastal test environments.
Tech: Flutter (Web & Mobile), YOLOv8, Jetson Nano, Firebase, Supabase, flutter_mjpeg
- Electronic shop (freelancing)** [link](#)
E-commerce Flutter app for local electronics vendor. Enabled QR-based inventory tracking, offline browsing, and Arabic/English localization. Reduced manual tracking time by 60%.
Tech: Flutter Web, Firebase Auth, Supabase, Shared Preferences, Cubit
- Osrtty**
Mobile app for tracking children's attendance and academic progress in church programs. Features secure Firebase Auth, offline data sync via Hive, and role-based access. Adopted by 2 local parishes for pilot use.
Tech: Flutter, Firebase Auth/Firestore, Hive, Cubit

- **ScanTrack(freelancing)**  [Link](#)  [App store](#)

A QR-based student attendance tracking app for supervisors. Each student has a unique QR code for quick, accurate scans.

Tech: Supabase, Shared Preferences, Cubit, mobile_scanner

- **Online Book Store**  [link](#)

A mobile app for browsing and saving free books. Includes user authentication, offline favorites, and a localized UI with smooth transitions.

Tech: Firebase Auth, Hive, Dio (REST API), Cubit, Hero Animation, Localization

CERTIFICATIONS

Complete Mobile Development Bootcamp (Certificate of Completion – 120 hours)

Feb 2024 – May 2025

- Worked on cross-platform mobile applications using Flutter, focusing on implementing UI designs, integrating RESTful APIs, and managing app state with Cubit. Contributed to debugging, testing, and performance optimisation.

Udemy Courses:

- Flutter for Beginners
- Advanced Flutter – Clean Architecture
- Google Maps Integration in Flutter
- Adaptive and Responsive UI
- Version Control with Git & GitHub
- Flutter Payment Integration (Stripe, PayPal, Paymob)

EDUCATION

Bachelor's in Computer Engineering

Dec 2020 - May 2025

Faculty of Engineering, Shoubra – Benha University

GPA: 3.5/4.0 (Very Good – 83%)

Thesis: AI-Powered Shark Detection System (Awarded Top Project in Dept)

Relevant Coursework: Software Engineering, AI & Machine Learning, Mobile Computing, Database Systems

ADDITIONAL INFORMATION

Languages

- Arabic: Native
- English: Professional Working Proficiency

About graduation project

- We successfully secured the leading project within the Computer Engineering Department of my faculty.