

TONY MIKHAEL SORYAN

SOFTWARE ENGINEER | FLUTTER DEVELOPER

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[GitHub](#)



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SUMMARY

Focused and detail-oriented Computer Engineering graduate and Flutter developer, dedicated to building high-quality, cross-platform applications. Committed to clean architecture, continuous learning, and delivering scalable solutions that enhance user experience and drive impact.

EDUCATION

Bachelor's Degree in Computer Engineering

- Faculty of Engineering at Shoubra, Benha University Faculty of Engineering at Shoubra, Benha University | 2020 – 2025
- Graduated with a Very Good (83%) grade

TECHNICAL SKILLS

- Languages: Dart, JavaScript, C++, Java ,
- Frameworks & Patterns: Flutter, Bloc, Cubit, MVC, MVVM, Clean Architecture
- Backend/Databases: Firebase, Supabase, MySQL , SQLite, Hive, Shared Preferences
- Tools: Git, GitHub, Postman, CI/CD, VS Code
- APIs: RESTful APIs, Stripe, PayPal, Paymob Integration
- Others: Localization, Debugging, Deployment, Responsive UI, UI/UX Design

PROFESSIONAL EXPERIENCE





Kimit Academy | Jul 2024 – Sep 2024

- Designed and developed scalable cross-platform mobile apps using Flutter and Dart.
- Integrated RESTful APIs and implemented responsive UI designs.
- Managed application state using Cubit and Bloc architecture.
- Contributed to performance optimization, debugging, and app deployment.

Instructor MSP Society, Faculty of Engineering | Jan 2023

- Led introductory sessions on programming and app development for engineering students.

PROJECTS

- AI-Powered Shark Detection System (Graduation Project with Excellent Grade)**  [link](#)
A real-time shark detection system using YOLOv8 and Jetson devices, built with Flutter. Features live video streaming, buzzer alerts, and Firebase notifications for safety warnings.
Tech: Flutter Web & Mobile, YOLOv8, Jetson, Firebase, Supabase, flutter_mjpeg
- Electronic shop (freelancing)**  [link](#)
A modern e-commerce mobile application built with Flutter for browsing and managing electronic products. Features QR-based product tracking, offline data handling, and a responsive, localized user interface.
Tech: Flutter web, FirebaseAuth ,Supabase, Shared Preferences, Cubit ...
- Osrtly**
A church-focused app for monitoring children's attendance and academic performance. Supports secure user access and offline data handling.
Tech: Firebase Auth, Firestore, Hive, Cubit
- ScanTrack**  [link](#)
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)

- 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)

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.