

EMMANUEL OLANIYAN

LEAD MOBILE SOFTWARE ENGINEER

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CORE COMPETENCIES

Mobile Engineering	Flutter Framework, Dart Language, Android Development (Kotlin), iOS Development (Swift), Native Integrations, Cross-platform Architecture
Software Architecture	Clean Architecture, SOLID Principles, Repository Pattern, MVVM, Feature-first Architecture, Dependency Injection (GetIt)
State Management	BLoC, Cubit, Riverpod, Provider, GetX
AI-Assisted Workflows	Claude Code, Prompt Refinement, AI Code Quality Audits, Automated Refactoring, Documentation Generation
Backend Integration	GraphQL, RESTful APIs, Retrofit, Dio HTTP Client, Third-party SDK Libraries, WebSockets, Socket.IO
Testing & Quality	Unit Testing, Widget Testing, Integration Testing, Code Reviews, Performance Profiling
DevOps & Release	Git, CI/CD Pipelines, GitHub Actions, Fastlane, App Versioning, Signing Certificates, Release Notes, OTA Updates, TestFlight, App Store Connect, Google Play Console
Agile & Process	Agile/Scrum Delivery, Sprint Planning, Story Point Estimation, Backlog Grooming, Cross-functional Collaboration
Native Capabilities	Push Notifications, Google Maps SDK, Background Location Monitoring, Device Hardware Sensors, CoreMotion/Pedometer

PROFESSIONAL EXPERIENCE

Dexter Cyberlab — Lead Mobile Software Engineer

November 2024 – Present | Abuja, Nigeria

Tech Stack: Flutter, Dart, BLoC, Provider, Riverpod, GetX, Claude Code, GetIt, Dio, Retrofit, Socket.IO, WebSockets, SQLite, Hive, Fastlane, GitHub Actions, Firebase Analytics, Crashlytics, Google Maps, Paystack, REST APIs

- Lead the design, modular architecture, and end-to-end development of multiple cross-platform mobile applications, delivering scalable Flutter solutions from initial proof-of-concept through production deployment.
- Collaborated with the engineering team to define and implement application frameworks utilizing Clean Architecture, SOLID Principles, and Repository Patterns, improving codebase maintainability and scalability.
- Managed end-to-end mobile release lifecycles, orchestrating app versioning, provisioning certificates, code-signing keys, automated release notes, and over-the-air (OTA) updates across deployment channels.
- Actively participated in Agile/Scrum delivery processes, driving sprint planning, story point estimations, backlog grooming, and cross-functional workflows to ensure predictable delivery milestones.
- Translated intricate UI/UX designs into highly efficient, responsive, and pixel-perfect Dart code with a focus on fluid animations and seamless customer interaction.
- Leveraged AI-assisted development tools (specifically Claude Code) to accelerate feature scaffolding, refactoring, code optimization, and documentation workflows without over-relying on it for core architectural decisions.
- Conducted and participated in rigorous code reviews, effectively prompt engineering, reviewing, and refining AI-generated code snippets to ensure compliance with production quality, security, and performance standards.
- Provided direct guidance and technical mentorship to junior developers, reviewing architectural proposals, organizing pair-programming sprints, and helping engineers expand their engineering skills.
- Designed and implemented low-latency real-time data streaming architectures using Socket.IO and WebSockets to handle instantaneous customer messaging, live telemetry tracking, and immediate alert notifications.
- Engineered secure, high-performance API integrations leveraging RESTful APIs with Dio and Retrofit, implementing robust error handling, authentication flows, request interceptors, and caching strategies.
- Optimized application runtime performance by identifying memory leaks, widget rebuild bottlenecks, lazy loading delays, and pagination bugs, resulting in fluid execution profiles across varied Android and iOS device tiers.
- Built and maintained automated CI/CD pipelines with Fastlane and GitHub Actions, automating build configurations, profile code signing, and distribution paths directly to TestFlight, App Store Connect, and Google Play Console.

Selected Projects Delivered

Pot of Food – Customer Application

Role: Lead Mobile Engineer

Key Highlights

- Designed a scalable customer application supporting authentication, vendor discovery, cart management, checkout, wallet funding, and secure payment workflows.
- Integrated Google Maps, live location tracking, and address autocomplete to provide accurate delivery experiences.
- Built real-time order tracking, enabling customers to monitor every stage of the delivery lifecycle.
- Engineered in-app voice calling (VoIP/real-time communication) to connect users, and vendors directly within the app ecosystem.
- Implemented push notifications using Firebase Cloud Messaging for order updates and promotional messaging.
- Developed offline data persistence and intelligent caching strategies to improve reliability under unstable network conditions.
- Successfully deployed the application to both the Apple App Store and Google Play Store.

Pot of Food – Vendor Application

Role: Lead Mobile Engineer

Key Highlights

- Architected a comprehensive vendor onboarding experience supporting business registration, menu management, pricing configuration, operating hours, and media uploads.
- Developed a WhatsApp-style Stories/Status feature enabling vendors to publish temporary content and engage customers in real time.
- Built a complete order management system covering order acceptance, preparation, dispatch, delivery tracking, cancellations, and customer communication.
- Integrated Socket.IO to deliver instant order notifications and live synchronization between vendors and customers.
- Implemented media uploads, background processing, image compression, and optimized file handling for reliable content publishing.
- Automated Android and iOS release pipelines using Fastlane, reducing release complexity and improving deployment consistency.

Nugi Technologies — Mobile Software Engineer

January 2024 – February 2025 | Calabar, Nigeria

Tech Stack: Flutter, Dart, Provider, GetX, SQLite, Dio, RESTful APIs, Firebase

- Built high-performance cross-platform applications from the ground up using Flutter, implementing Clean Architecture structures and GetX reactive data binding models.
- Translated complex UI/UX designs into reusable component libraries compliant with Material Design and iOS Human Interface Guidelines.
- Integrated secure RESTful APIs using Dio, building authentication interceptors, automated retry policies, and structured JSON parsing layers.
- Identified runtime bottlenecks, profiled memory footprint boundaries, and addressed asynchronous execution bugs to refine app smoothness.
- Participated in peer code reviews, sprint planning milestones, and technical documentation reviews inside agile team frameworks.

Runnars Pet Food — Mobile Software Engineer (Contract)

2024 | Remote

Tech Stack: Flutter, Dart, Firebase, Geolocator, Background Services, Local Notifications, SQLite, Google Maps

- Led the end-to-end agile development of a gamified fitness application recording user motion parameters, walking milestones, and reward engine computations.
- Integrated native background GPS tracking, background threads, and mobile hardware pedometer sensors to capture session activity accurately while minimizing battery depletion.
- Engineered robust offline synchronization queues ensuring data consistency across intermittent local-to-cloud server updates.

Techface — Mobile Software Engineer (Contract)

2024 | Nigeria

Tech Stack: Flutter, Dart, REST APIs, Firebase, Google Maps, Provider

- Developed a mobile marketplace application connecting users with local service providers through intuitive discovery and booking experiences.
- Translated highly customized interfaces into accessible, functional cross-platform code within strict sprint deadlines.

Tech Stack: Flutter, Android, Kotlin, IoT, REST APIs, Database Systems

- Developed cross-platform mobile solutions tracking IoT-enabled smart utilities and electrical utility hardware consumption data.
- Built real-time visualization dashboards processing device telemetry streams arriving from embedded systems via third-party networking abstractions.
- Collaborated with multidisciplinary software, firmware, and hardware engineering departments to secure pipeline optimization.

SELECTED PROJECTS

Pot of Food Ecosystem

Customer Application • Vendor Application

Tech Stack: Flutter • Dart • BLoC • Provider • Riverpod • GetX • Firebase • Socket.IO • Google Maps SDK • Dio • REST APIs • SQLite • Hive • Fastlane CI/CD

- Designed, scaled, and managed a dual-product food commerce ecosystem consisting of separated customer and vendor client builds interacting with a unified backend telemetry pool.
- Engineered in-app voice calling (VoIP/real-time communication) to connect users, and vendors directly within the app ecosystem.
- Implemented location-aware merchant listing algorithms, live transaction status tracking via raw WebSockets, local secure storage caching rules, and integrated Paystack secure wallet gateways.
- Built WhatsApp-inspired Stories functionality allowing vendors to engage customers through temporary multimedia updates.
- Successfully deployed production builds to both the Apple App Store and Google Play Store.

Runnars

Gamified Health & Pet Wellness Application

Tech Stack: Flutter • Dart • CoreMotion • Background Tasks • Local Notifications • SQLite Caching • Geolocator

- Engineered a motion processing application collecting native pedometer hardware sensor changes and background geographic location feeds to award challenge tokens interactively.
- Engineered throttled tracking intervals and database persistence routines to preserve hardware battery limits across persistent multi-hour activity streams.

TECHNICAL SKILLS

- **Languages:** Dart (Proficient), Swift (iOS Plus), Kotlin (Android Plus), Python
- **Frameworks & AI Systems:** Flutter, SwiftUI, Claude Code, Cursor, ChatGPT, Gemini, Custom Scaffolding CLI Clones
- **State Management:** BLoC, Cubit, Provider, Riverpod, GetX Frameworks
- **Architecture & Design:** Clean Architecture, SOLID Design Principles, Repository Patterns, MVVM, Feature-first Design, UI/UX Responsive Translation
- **Databases & Caching:** SQLite, Hive Caching, SharedPreferences, Cloud Firestore
- **Networking & Libraries:** RESTful APIs, Dio Client, Retrofit Layer, WebSockets, Socket.IO Client
- **Testing & Quality:** Unit Testing, Widget Testing, Integration Mock Testing, Peer Code Reviews
- **DevOps & Release:** Git, CI/CD Automated Pipelines, Fastlane Engine, GitHub Actions Workflows, App Versioning, Signing Certificates & Keys, OTA Updates, TestFlight, App Store Connect, Google Play Console
- **Agile & Methodologies:** Agile/Scrum Frameworks, Sprint Planning, Story Point Estimation, Backlog Grooming, Cross-functional Delivery

KEY ACHIEVEMENTS

- Designed and maintained scalable Flutter architectures across fintech, enterprise, AI, IoT, and food delivery products.
- Built an internal production project bootstrapping scaffolding engine to optimize zero-to-one architecture delivery times.
- Led engineering efforts for production mobile applications, ensuring complete containment of architectural layers.
- Built real-time communication systems using Socket.IO, WebSockets, and VoIP in-app voice calling powering messaging, tracking, and live updates.
- Automated mobile release pipelines using Fastlane, GitHub Actions, TestFlight, and Google Play Console.
- Integrated Firebase Analytics and Crashlytics to improve production monitoring and application stability.
- Mentored developers through code reviews, structural AI output audits, and engineering best practices.

EDUCATION

Federal University of Technology, Akure (FUTA)

Bachelor of Engineering (B.Eng.), Computer Engineering

2017 – 2023

Second Class Upper (2:1)

LANGUAGES

- **English:** Professional (Excellent Written & Verbal Communication)
- **Yoruba:** Native
- **French:** Basic