

# Nathaniel Akubuo

## Senior Mobile Engineer

### SUMMARY

The engineer in question manifests proficiency in mobile application development, with extensive experience in the creation and enhancement of complex platforms within the Nigerian market. Possessing demonstrated expertise in Flutter and Dart for cross-platform development and a grasp of native API interfacing using Swift and Kotlin, the engineer has effectively employed TypeScript for cloud function management on Firebase. Additionally, the engineer has skilfully set up CI/CD with Fastlane and integrated real-time communications with websockets, contributing to the delivery of robust, user-friendly applications. Maintaining a strong focus on performance and stability, the engineer leverages tools such as Firebase Crashlytics and Flutter's performance profiling. Moreover, the engineer's background encompasses a Computer Science degree, providing a sound theoretical foundation underpinning their practical skills. With a portfolio featuring innovative features like AI-based verification, video calling via the Agora SDK, and advanced in-app transaction functions, the engineer's technical acumen ensures a performance-focused and user-centric development approach.

### TECHNICAL SKILLS

<b>Main Technical Skills</b>	Dart (2 yr.), Swift, Kotlin, TypeScript
<b>Programming Languages</b>	Dart (2 yr.), Kotlin, Swift, TypeScript
<b>AI &amp; Machine Learning</b>	AI
<b>Android Libraries and Tools</b>	Kotlin
<b>Deployment, CI/CD &amp; Administration</b>	CI/CD (2 yr.)
<b>Methodologies, Paradigms and Patterns</b>	FDD
<b>Collaboration, Task &amp; Issue Tracking</b>	IBM Rational ClearCase
<b>BlockChain and Decentralized Software</b>	MetaMask
<b>Platforms</b>	SharePoint
<b>QA, Test Automation, Security</b>	Unit Testing
<b>Operating Systems</b>	Unix
<b>Other Technical Skills</b>	Chat GPT

## WORK EXPERIENCE

### Lead Mobile Engineer, HeyFood Mobile Application

**Duration:** Oct 2022 - Present

**Summary:** Built and maintaining HeyFood – one of the fastest growing food delivery services in Nigeria.

**Responsibilities:** Handled the entire mobile development lifecycle, performance profiling, fixed performance issues for improved app responsiveness, setup CI/CD pipeline, built a real-time chat system, implemented a multiple-order acceptance feature.

**Technologies:** Flutter, Dart, Swift, Kotlin, TypeScript, Firebase, Fastlane, Websockets

### Mobile Engineer, ForKeeps Mobile Application

**Duration:** Aug 2022 - Present

**Summary:** Built and maintaining ForKeeps – A platform to sell to and buy from your friends' and followers' closets.

**Responsibilities:** Designed and built a 2-way real-time chat system, automated push notifications, designed and built a draft system for listings, monitored and addressed app crashes for improved stability and UX.

**Technologies:** Firebase Cloud Functions, Firebase Crashlytics

### Mobile Engineer, Ardor Mobile Application

**Duration:** Mar 2022 - Nov 2022

**Summary:** Built Ardor – A secure matchmaking experience for Africans with AI verification and video calling features.

**Responsibilities:** Implemented AI-based profile verification, video calling, group chat feature, and automated push notifications.

**Technologies:** Firebase Cloud Functions, Agora SDK

### Mobile Engineer, MumHealth Mobile Application

**Duration:** Nov 2021 - Oct 2022

**Summary:** Built MumHealth – Healthcare and E-Commerce product for various stakeholders with several in-app capabilities.

**Responsibilities:** Implemented an e-shop, invoicing feature, custom e-wallet, paywalled chat with licensed professionals, referral system with store credit rewards.

**Technologies:** NA

### Intern, ZuriChat

**Duration:** Aug 2021 - Dec 2021

**Summary:** Collaborated in building ZuriChat – an open-source professional messaging application similar to Slack.

**Responsibilities:** Implemented Share-To-Channel feature, wrote multiple unit tests.

**Technologies:** NA

## EDUCATION

### • Computer Science with Education (B.Sc)

University Of Benin · 2018 - 2021

