Joshua Emmanuel
Middle Senior Mobile Engineer

SUMMARY

Software engineer with over four years of mobile development experience across multiple platforms and a strong educational background including a BSc Honors in Information Technology. Proficient in languages such as Dart, Kotlin, Swift, Java, JavaScript, and TypeScript, and skilled in frameworks like Flutter, Jetpack Compose, and SwiftUI. Experienced in working with tools like Xcode, Android Studio, and GIT. Has a portfolio of quality applications and a proven track record in full software development life cycle (SDLC), test-driven development (TDD), and collaborating with cross-functional teams to deliver apps with effective UI design and robust security measures.

TECHNICAL SKILLS

Main Technical Skills	Dart (4 yr.), Kotlin (4 yr.), Swift (4 yr.), Java (4 yr.), JavaScript
Programming Languages	Dart (4 yr.), Java (4 yr.), JavaScript, Kotlin (4 yr.), Swift (4 yr.)
Android Libraries and Tools	Android APIs, Kotlin (4 yr.)
UI Frameworks, Libraries, and Browsers	Socket.io
SDK / API and Integrations	Agora, Android APIs, GraphQL, Swagger
Methodologies, Paradigms and Patterns	FDD, TDD
UI/UX/Wireframing	Figma
Version Control	Git, Github Actions
Collaboration, Task & Issue Tracking	Notion
QA, Test Automation, Security	Postman, Zeplin
Third Party Tools / IDEs / SDK / Services	XCode

WORK EXPERIENCE

Mobile Engineer, Raven Livestream

Duration: September 2020 to November 2021
Summary:

- Built the Livestream feature of the mobile application using Agora's SDK and Sockets
- Improved design, accessibility and overall experience of the product
- Consumed APIs for functionality implementation and transformed high-level designs to code

Responsibilities: Mobile application development, UI/UX implementation, API integration, improving product accessibility and experience, coding standards enforcement, architecture code writing.
Technologies: Agora SDK, Sockets

Mobile Engineer (Contract), Fixme Mobile Application

Duration: November 2020 to June 2021
Summary:

- Rebuilt the company's mobile application using Flutter
- Built a multi-role user authentication system and provided a fast, accessible, and smooth user experience

Responsibilities: Mobile application development, multi-role authentication system implementation, coding style standardization.
Technologies: Flutter

Mobile Engineer (Intern), Utility and Anti-Addiction Mobile Applications

Duration: June 2020 to August 2021
Summary: Developed a utility mobile app with features like a currency converter and QR code scanner, and an anti-addiction application using gamification.
Responsibilities: Mobile application development, utility features implementation, gamification method development, codebase and coding standards enforcement, widget level and architecture level testing.

Mobile Engineer, Sproutly Mobile Application

Duration: December 2021 to July 2023
Summary:

- Acted as a founding Mobile Engineer for a fintech startup's MVP
- Worked on UI implementations, security measures, backend integration, and thorough testing

Responsibilities: Mobile application development, UI design implementation, security measure implementation, backend integration, application testing and debugging.

Mobile Engineer, Bursary Mobile Application

Duration: August 2022 to July 2023
Summary: Independently developed the Bursary mobile app, collaborated with product designers for UI/UX, integrated Rest APIs, and stayed updated with mobile development trends.

Responsibilities: Independent mobile app development, UI implementation, Rest API integration, push notification functionality, code reviews, Agile development practices.
Technologies: Rest API

Mobile Engineer (Contract), Mhapy Mobile App

Duration: December 2022 to February 2023
Summary:

- Built the mhapy mobile app using the SwiftUI framework, and implemented features such as an A
- I chatbot and a robust questionnaire system

Responsibilities: Mobile app development using SwiftUI, A.I chatbot system implementation, questionnaire system development.
Technologies: SwiftUI

Mobile Engineer (Contract), Houseriver Platform

Duration: September 2023 to February 2024
Summary: Developed for a platform that helps families build generational wealth through financial investments.
Responsibilities: Not explicitly mentioned

Senior Mobile Engineer, Roqqu Digital Payment Platform

Duration: July 2023 to March 2024
Summary: Worked on a digital payment platform that enables secure buying and selling of cryptocurrencies with features like instant payments and various currency support.
Responsibilities: Not explicitly mentioned

EDUCATION

- **NIIT - Software Engineering**
  Focused on software engineering, logical and critical thinking.
  2017 - 2020
- **Middlesex Mauritius - Information Technology (BSc Honors)**
  Focused on modern technology, and includes systems design, application development, and business intelligence.
  2021