

MUHAMMAD ZUBAIR

Sr. Software Engineer

SUMMARY

Software Engineer with 9 years of expertise in Android, Kotlin, Java, and 3.5 years in Flutter (Android, iOS, Web) development. Managed teams for 3 years and excels in project skills like planning and management. Responsible for designing and building responsive, high-performing applications and leading the execution of complex projects. Mastered relevant technologies including C++, Swift, JavaScript, and various SDLC methodologies such as Agile and Scrum. Contributed to innovative applications like Gibson Guitars Amped and WIO Business, showcasing proficiency in modern programming paradigms, principles, and patterns, coupled with a strong educational foundation in Information Technology.

SKILLS

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| Main Technical Skills | Java (9 yr.), Kotlin (9 yr.), Android APIs (9 yr.), Flutter (4 yr.) |
| Programming Languages | JavaScript, Swift |
| Mobile Frameworks and Libraries | Crashlytics |
| JavaScript Frameworks and Libraries | Redux-Saga |
| Databases & Management Systems / ORM | Data Lake |
| Cloud Platforms, Services & Computing | Azure |
| Amazon Web Services | AWS Amplify |
| Azure Cloud Services | Azure |
| Industry Domain Experience | Banking |
| Methodologies, Paradigms and Patterns | Agile, Clean Architecture, Kanban, MVVM, Scrum, UML |
| Version Control | BitBucket, Git |
| Deployment, CI/CD & Administration | CI/CD, GitLab CI, Jenkins |

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| Platforms | Fastlane |
| SDK / API and Integrations | GraphQL, RESTful API |
| Collaboration, Task & Issue Tracking | JIRA Core |
| Project Management & Administration | MVP |
| iOS Libraries and Tools | Packet Tunnel Provider |
| Other Technical Skills | Bloc, Codemagic, ERP (Enterprise Resource Planning), Facebook Auth (3 yr.), GetX, OOP/MVC, Performance Optimization, Quality Assurance, Riverpod, Team Collaboration |

WORK EXPERIENCE

Team Lead / Consultant, GIBSON GUITARS Amped

Duration: June 2015 – Dec 2021

Summary: Led the development of Amped, an app for learning guitar with a special Frequency Detection Algorithm that can discern sounds made by a guitar.

Responsibilities: Design, build and publish applications for Android platforms. Actively participate in project planning, sprint planning, daily scrums, and sprint reviews. Identify areas of improvements and establish common design patterns.

Technologies: Kotlin, Android Studio

Team Lead / Consultant, LABAIK

Duration: June 2015 – Dec 2021

Summary: Focused on making grocery shopping convenient by creating an app that connects users with supermarkets and offers in Abu Dhabi.

Responsibilities: Design and build for mobile platforms. Collaborate with a team to define, design and ship new features. Ensure the performance, quality, and responsiveness of applications.

Technologies: Flutter, Bloc, Android Studio, Jenkins, Jira

Team Lead / Consultant, EZHEALTH PHILIPPINES

Duration: June 2015 – Dec 2021

Summary: Improved access to healthcare with an app that provided best-in-class healthcare professionals and services without needing to wait in line.

Responsibilities: Design and build for the Mobile platforms. Ensure the performance, quality, and responsiveness of applications. Collaborate with Backend team for improvements.

Technologies: Flutter, Clean Code, Android Studio, Jira

Team Lead / Consultant, F45 LIFE

Duration: June 2015 – Dec 2021

Summary: Developed the F45 Life app for tracking training progress, employing robust tracking



and progress reporting features.

Responsibilities: Design and build for the Mobile platforms. Ensure the performance, quality, and responsiveness of applications.

Technologies: Java, Mvvm, Android Studio

Team Lead / Consultant, Firsty Travel eSim

Duration: June 2015 – Dec 2021

Summary: Enabled global mobile connectivity with an app that allows users to connect to providers in 120 countries without paying for an eSIM bundle.

Responsibilities: Ensured high performance and scalability to support a growing user base. Worked from the ideation phase to deployment, managed the team, and implemented the core architecture. Provided native eSIM installation with a single click, seamless user authentication, real-time data synchronization, intuitive user interface design, advanced security protocols, and third-party service integrations.

Technologies: Flutter, iOS, Android Studio

Sr. Mobile Application Developer (Remote), Not specified in resume

Duration: Oct 2019 – Dec 2020

Summary: Contributed to Zoundio's project as a Senior Mobile Application Developer, overseeing app lifecycles, business requirement analysis, and cross-functional team collaboration.

Responsibilities: Analyzing business requirements, providing development estimates and feedback. Testing, debugging and maintaining mobile application development lifecycle. Collaborating with cross-functional teams in delivering projects.

Technologies: Not specified in resume

Mobile Developer, KINGDOM PLANTS

Duration: June 2013 – May 2015

Summary: Involved in the development of an encyclopedia app that provides detailed information on various plants found in the regions of Saudi Arabia.

Responsibilities: Design and build for the Mobile platforms. Ensure the performance, quality, and responsiveness of applications.

Technologies: Flutter, Android Studio

Mobile Developer, HYDE PARK CORNER

Duration: June 2013 – May 2015

Summary: Created a social networking app geared towards visual content sharing, including Vlogs, video chat, and more.

Responsibilities: Design and build for the Mobile platforms. Ensure the performance, quality, and responsiveness of applications.

Technologies: Java, Android Studio

Team Lead / Consultant, MEDFLEX

Duration: Jan 2022 – Jun 2023

Summary: Developed a banking application with a focus on transaction control and financial management, enforcing high-security standards and streamlined user experience.

Responsibilities: Design and build for the Mobile platforms. Ensure the performance, quality,



and responsiveness of applications.

Technologies: Flutter, Android Studio, Fastlane, Agile

Sr. Mobile Developer, WIO BUSINESS

Duration: June 2023 - Present

Summary:

- Oversaw the creation of Firsty's core architecture in the Netherlands as a Sr
- Mobile Developer, managing the team through entire app development lifecycle from concept to deployment

Responsibilities: Design and build for the Mobile platforms. Responsible for native eSIM installation features, user authentication, and ensuring high scalability to support a growing user base.

Technologies: Not specified in resume

EDUCATION

- **Bs Information Technology**

Jul 2009 - Sep 2013

