

David-Paul Folorunsho-Roberts

Senior Mobile Engineer • Flutter • React Native • Swift & Kotlin Multiplatform • Go Backend

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PROFESSIONAL SUMMARY

Mobile engineer with 6+ years of professional experience shipping production apps end to end in Flutter, React Native and native Swift and Kotlin, with 15+ releases live on the App Store and Google Play across fintech, healthtech, e-commerce, ride-hailing and IoT, including apps serving 20,000+ users at a 99.5% crash-free rate and 4.7+ store ratings. Flutter is my deepest stack and I pick the framework to fit the product rather than the reverse. I build on clean architecture with feature-based modularisation, using BLoC/Cubit and Provider for state in Flutter and Redux in React Native, and I own the parts around the code as well: native iOS and Android integration, REST/GraphQL and WebSocket APIs, Firebase, payment rails, Google Maps, push notifications, offline-first sync, Fastlane/Codemagic CI/CD, Shorebird OTA updates and Sentry/Crashlytics monitoring. Backend work in Go and FastAPI means I can design the contract as well as consume it. Currently leading a mobile team across two IoT products and mentoring 30+ developers.

CORE MOBILE SKILLS

Flutter & Dart: Flutter, Dart, null safety, custom widgets & animations, responsive/adaptive layouts, platform channels & native plugin authoring, isolates, flavors & environment config, modular multi-package structure, widget/unit/integration testing

State Management: Flutter: BLoC / Cubit (primary), Provider, Riverpod, ChangeNotifier, hydrated and persisted state, freezed + equatable models. React Native: Redux and Redux Toolkit. Native: MVVM with observable state

Architecture: Clean Architecture (presentation / domain / data), feature-based (feature-first) folder structure, micro-app & modular package architecture, SOLID, dependency injection (get_it, injectable), repository & use-case patterns, cross-platform code sharing (Kotlin Multiplatform shared modules), offline-first, event-driven systems, TDD

React Native: React Native, TypeScript, Redux and Redux Toolkit, React Navigation, native module bridging, list and render-path optimisation for low-end Android, AR product preview, voice interaction

Native iOS: Swift, SwiftUI, UIKit, Xcode build configuration, signing & provisioning, App Store Connect and TestFlight, APNs, WebRTC video, native plugin authoring

Native Android & KMP: Kotlin, Jetpack, Kotlin Multiplatform shared modules for business logic and networking across iOS and Android, Gradle build config, Google Play Console, deep links & app links

APIs & Integrations: REST, GraphQL, WebSockets, WebRTC, MQTT, Dio/Retrofit with interceptors, token refresh & retry-backoff, payment gateways (wallets, cards, webhooks, idempotency), KYC/identity verification, Google Maps SDK & Places/Directions, Mapbox, AR product preview, LLM/vision APIs

Firebase & Cloud: Firebase Auth, Firestore, Cloud Messaging (FCM), Crashlytics, Remote Config, Analytics, App Distribution, Dynamic Links, Supabase

Release & Quality: Fastlane, Codemagic, GitHub Actions, Shorebird (OTA code push), Sentry, Firebase Crashlytics, semantic versioning, staged rollouts, code review, technical documentation, Agile/Scrum

Local & Remote Data: SQLite, Hive, SharedPreferences, secure storage, background sync & conflict resolution, PostgreSQL, TimescaleDB, MySQL, MongoDB, Redis

Backend & Languages: Go (microservices), Python/FastAPI, Node.js, Next.js, TypeScript, JavaScript, C/C++ (embedded), SQL, Solidity, Docker

PROFESSIONAL EXPERIENCE

Gidia Oaks Limited (Escrow-Tech) | Senior Software Engineer, Mobile Team Lead

Mar 2026 - Present

- Lead mobile engineering for two products, OHMFLEX (an energy-flexibility platform built on a custom IoT hub) and GOCLIMS (a multi-tenant data-centre operations platform), owning delivery end to end from Flutter clients through Go and Python services down to on-device firmware.
- Structured both Flutter apps on clean architecture with feature-based module boundaries (presentation / domain / data per feature) and Provider for state management, so device control, scheduling and telemetry ship and test independently.
- Built distributed real-time telemetry processing and secure device communication in Go over MQTT, using separate command and telemetry channels scaled across the deployed device fleet.
- Wrote the Wi-Fi energy-hub firmware: SoftAP provisioning via an onboard HTTP server, unique device SSIDs, secure credential capture and an RTC-driven one-time / daily / monthly scheduling engine, so smart switches and relays keep executing schedules with zero internet connectivity and reconcile state on reconnect.
- Engineered an offline-first mobile data layer (SQLite and Hive, background sync, conflict resolution, resilient Dio client with token refresh and retries) that keeps device control usable on unstable 2G/3G networks.
- Authored the requirements and system architecture for GOCLIMS (FastAPI, PostgreSQL/TimescaleDB, Redis, MQTT event backbone), including a hardware-abstraction message schema that lets hardware vendors be swapped with no application-layer changes, plus five-role RBAC with consent, retention and deletion controls for regulated personal data.
- Own release engineering for the mobile team: Shorebird OTA code push for same-day patches without a store review cycle, Fastlane and Codemagic pipelines to TestFlight and Play, and Sentry plus Crashlytics for crash and error triage.

Stack: Flutter, Dart, Provider, clean architecture, feature-based modules, Go, FastAPI, MQTT, PostgreSQL/TimescaleDB, Redis, SQLite, Hive, Google Maps SDK, Firebase (FCM, Crashlytics, Remote Config), Sentry, Shorebird, Fastlane, Codemagic, Docker, embedded C/C++

Icheta | *Software Engineer, Mobile & Backend*

2025 - 2026

- Led development of an AI-driven social-commerce platform in React Native and Go, combining marketplace, real-time interaction and recommendation surfaces on a modular clean-architecture codebase with Redux state management.
- Shipped personalized recommendations, smart search, AR product previews and voice interaction localized for Igbo, Hausa, Yoruba and Pidgin.
- Integrated Google Maps for vendor discovery, delivery address capture and live order tracking.
- Cut load times and data consumption by reworking API integration and rendering paths for low-bandwidth, mid-range Android devices, raising session engagement.
- Instrumented Sentry and Crashlytics to drive down error rates release over release.

Stack: React Native, TypeScript, Redux, clean architecture, Go, REST/WebSockets, Google Maps API, Firebase (FCM, Crashlytics), Sentry, GitHub Actions

Sujimoto Group | *Software Engineer, Mobile*

2024 - 2025

- Led mobile engineering for three production Flutter apps live on the App Store and Google Play: MotoBills and MotoPay (bill payment and merchant fintech) and Plenti (multi-category e-commerce).
- Built all three on clean architecture with a feature-first structure and BLoC/Cubit state management, sharing a common core package for networking, auth, theming and the design system across apps.
- Architected idempotent wallet, transaction and payment pipelines against Java, PHP and Laravel backends, with real-time transaction monitoring, webhook handling and automated error recovery.
- Integrated third-party payment rails, KYC identity verification, FCM push notifications and analytics, sustaining high crash-free rates across live financial operations.
- Integrated Google Maps and Places in Plenti for merchant discovery, delivery address selection and order tracking.
- Shipped through Fastlane and Codemagic pipelines with Shorebird OTA for hotfixes, and monitored releases with Sentry and Firebase Crashlytics.

Stack: Flutter, Dart, BLoC/Cubit, clean architecture, feature-first modules, REST, Google Maps & Places, Firebase (FCM, Crashlytics, Analytics), Sentry, Shorebird, Fastlane, Codemagic

Healio | *Software Engineer, Mobile (Contract, concurrent with Sujimoto Group)*

2024 - 2025

- Led end-to-end React Native development of a telemedicine platform spanning teleconsultation booking, e-prescriptions, lab management, medication scheduling and IoT health-device integration.
- Built healthcare-grade security infrastructure on Firebase and REST APIs covering authentication, role-based access control and encrypted data flows.
- Designed the modular client architecture (feature-based modules, Redux state management) and real-time synchronization between mobile, backend services and connected health devices.
- Integrated Google Maps for lab and pharmacy locator and sample-collection scheduling, plus FCM push notifications for medication and appointment reminders.

Stack: React Native, TypeScript, Redux, Firebase (Auth, FCM, Crashlytics), REST, Google Maps, Sentry

NexaHealth | *Software Engineer, Mobile & Backend*

2023 - 2024

- Architected and led mobile engineering for a real-time teleconsultation platform in Swift and Go serving 20,000+ active users, sustaining a 99.5% crash-free rate and a 4.7+ App Store rating.
- Built real-time video consultation workflows (WebRTC) between clinicians and patients and integrated IoT health tracking against PostgreSQL.
- Reduced deployment time by 40% by implementing CI/CD with GitHub Actions and Firebase App Distribution, with Crashlytics and Sentry for release monitoring.

Stack: Swift, SwiftUI/UIKit, Go, WebRTC, PostgreSQL, Firebase (App Distribution, FCM, Crashlytics), GitHub Actions, Sentry

Respawn Technologies | *Software Engineer, Mobile*

2021 - 2023

- Shipped 8+ cross-platform applications (Swift, Go, MongoDB) plus backend services supporting high-concurrency, real-time interactions.
- Co-developed a proprietary analytics SDK with batched, non-blocking event delivery, adopted across 5 production projects and credited with a 35% lift in user engagement.

Stack: Swift, Kotlin, Go, MongoDB, REST/WebSockets, Fastlane, Firebase

Andela | *Software Engineer, Mobile*

2020 - 2021

- Built scalable Kotlin and Swift modules for U.S. and European clients across fintech, logistics and enterprise products, integrating complex REST APIs and PostgreSQL.
- Delivered feature-complete releases 30% faster using clean architecture and CI/CD pipelines with globally distributed teams.

Stack: Kotlin, Jetpack, Swift, REST, PostgreSQL, clean architecture, CI/CD

PUBLISHED APPS

- Trippicker (Rider & Driver):** Flutter ride-hailing app, rated 5.0 on the App Store
- MotoBills & MotoPay:** Flutter bill payment and merchant fintech apps, live on App Store & Google Play
- Plenti:** Flutter multi-category e-commerce app, live on App Store & Google Play
- OHMFLEX:** Flutter IoT energy-flexibility and smart-device control app
- NexaHealth:** Swift telemedicine app, 20,000+ active users and a 4.7+ App Store rating
- Healio:** React Native telemedicine, e-prescriptions and lab management app

PROJECTS & OPEN SOURCE

- go-ethereum (Geth) & FastLED** | *Go, C++, Embedded Systems* github.com/davidcreated
- Contributor to Geth, the Go implementation of the Ethereum protocol, and to FastLED, a widely used C++ LED animation library for embedded systems.
- Trippicker** | *Flutter, BLoC, Firebase, Google Maps SDK, Solidity* App Store, rated 5.0
- Rider and driver ride-hailing apps with live GPS tracking, fare estimation, dynamic pricing, driver-passenger matching and in-app payments, built on clean architecture with BLoC state management and Google Maps SDK (Directions, Places, custom markers and route polylines).
- AI Calorie Tracker** | *Flutter, BLoC, Computer Vision, LLM Vision Pipeline* github.com/davidcreated
- Estimates calories and macros from a single food photo, with structured-output validation, clean-architecture feature modules and local-first Hive storage.
- Respawn Analytics SDK** | *Swift, Go, MongoDB*
- Cross-project engagement analytics SDK with batched, non-blocking event delivery, adopted across five production applications.

EDUCATION

- Miva University, Nigeria** | *M.Sc., Software Engineering (In Progress)* 2026 - Present
- Landmark University, Omu-Aran, Kwara State** | *B.Sc., Agriculture* 2019 - 2024
- M.Sc. studied part-time alongside full-time engineering work.*

LEADERSHIP & MENTORSHIP

- Engineering mentorship (ongoing): mentored 30+ developers across mobile and backend teams and authored platform architecture documentation adopted across engineering teams.
- Netisens ICT, Mobile Development Instructor: designed and delivered a project-based Flutter and FlutterFlow curriculum for 30+ students at a 95% completion rate.
- Decagon Institute, Software Engineering Intern (pre-degree): built 10+ MVPs across Flutter, React Native, Swift, Node.js and MongoDB, contributing to code review and engineering best practices.