

# Mina Ayman Gad

## Software Engineer

Gmail • +201287713516 • Cairo, Egypt • Linked In • GitHub • WhatsApp • Telegram • Portfolio • X

### PROFILE

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Flutter developer experienced in building cross-platform mobile and desktop applications using Flutter and Dart. Skilled in API integration, Firebase services, and developing scalable business applications.

### PROFESSIONAL EXPERIENCE

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#### Self-Employed

2022 – present

##### Freelance Flutter Developer

- Delivered 4+ production applications across mobile and desktop platforms using Flutter and Dart.
- Built cross-platform solutions supporting Android, iOS, Web, and Desktop environments.
- Integrated 10+ REST API endpoints across multiple projects to enable real-time data synchronization.
- Implemented Firebase services including authentication, databases, and cloud storage supporting hundreds of users during testing and early deployment.
- Improved UI responsiveness and reduced screen load times by ~30% through optimized widget structures and state management.

#### AI Active

March 2025 – October 2025 | Remotly

##### senior Software Developer

- Led Flutter development for a ride-hailing application similar to Uber, supporting real-time location tracking for 100+ concurrent users during testing.
- Reduced location service costs by ~35% by optimizing request frequency and API usage in Google Maps Platform.
- Improved application performance by ~40% through widget rebuild optimization and efficient state management.
- Decreased memory usage by ~25% by optimizing background processes and data handling.
- Implemented battery-efficient location tracking that reduced battery consumption during tracking sessions by ~30%.
- Mentored and coordinated a small development team of 10 developers, ensuring consistent code quality and architecture.

#### Code Alpha

April 2024 – July 2024

##### Mobile Developer Intern

- Implemented mobile application features improving onboarding flow efficiency by ~20%.
- Participated in debugging and testing processes that reduced UI-related issues by ~15% during development cycles.

#### The Spark Foundation

March 2024 – April 2024

##### Mobile Developer Intern

- Implemented guided Flutter development tasks and UI components following best practices.
- Collaborated in development workflows including testing, debugging, and feature implementation.

### PROJECTS

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#### SANOUKA – Navigation & Public Transport App [🔗](#)

June 2025 – December 2025

Cross-platform navigation mobile application built using Flutter to help users explore cities and access public transport routes.

- Developed a cross-platform navigation application using Flutter for Android and iOS, enabling urban mobility route planning.
- Implemented GTFS transit data processing handling 1000+ route and stop records to support multi-modal navigation.
- Integrated OpenStreetMap with offline map support, enabling route exploration even with limited internet connectivity.
- Designed a scalable backend service using Google Cloud Run, handling route computation and API requests.
- Implemented Redis caching layer to optimize route queries and reduce API response latency by caching frequently requested transit data.
- Integrated Firebase Authentication for secure user sign-in and session management.
- Successfully delivered production builds for Google Play Store and Apple App Store, completing the full app deployment lifecycle.
- Conducted technical handover and documentation sessions enabling the client to maintain and manage future releases independently.

#### Nano City – Marketplace Mobile App [🔗](#)

August 2024 – August 2024

Mobile marketplace application designed to allow users to browse products and interact with vendors.

- Contributed to feature development and UI improvements across the application.

- Optimized product listing screens, improving loading performance by ~25%.
- Fixed critical UI bugs and improved overall user experience.
- Integrated REST APIs to support product data and user interactions.

### Import & Export Management System [↗](#)

September 2024 – January 2025

Desktop application built using Flutter to help a trading company manage internal operations and product records.

- Improved system functionality and fixed multiple issues in existing modules.
- Optimized SQLite database queries, improving data retrieval speed by ~40%.
- Enhanced internal workflow efficiency, reducing manual operations by ~35%.
- Contributed to stabilizing the application for daily internal use.

### Storix – Warehouse Management System [↗](#)

April 2025 – October 2025

Cross-platform inventory and warehouse management system designed to help businesses track products and manage stock movement.

- Designed system architecture capable of handling 100k+ inventory records.
- Implemented stock tracking modules, reducing manual inventory operations by ~50%.
- Built scalable UI supporting multiple platforms, including mobile and web.
- Developed a modular code structure to allow future feature expansion.

## TECHNICAL SKILLS

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### Programming Languages

Dart • Java • Kotlin

### Frameworks

Flutter

### State Management

Bloc • Cubit • Provider • Riverpod

### APIs & Networking

REST APIs • Dio • HTTP

### Database & Cloud

Firebase • Firestore • SQLite • Supabase

### Maps & Location Services

Google Maps Platform • Location Tracking • Geolocation APIs • Open Street Map • GTFS • Open Trip Planner

### Mobile Development

Cross-platform Development • Responsive UI • Material Design • Adaptive UI

### Tools & Version Control

Git • GitHub

### Architecture & Performance

Clean Architecture • Performance Optimization • Memory Management

### Development Focus

Cross-Platform Mobile Apps • Real-Time Tracking Applications • Business Systems & Inventory Solutions

## SOFT SKILLS

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**Problem Solving** (Ability to analyze technical challenges and develop efficient solutions in complex software systems.) • **Team Collaboration** (Experience working with development teams and coordinating tasks to deliver high-quality applications.) • **Analytical Thinking** (Strong ability to evaluate system performance, identify bottlenecks, and optimize application behavior.) • **Self-Learning** (Continuously learning new technologies and improving development practices to stay updated in the mobile development ecosystem.) • **Communication** (Able to communicate technical ideas clearly with developers, designers, and stakeholders.) • **Adaptability** (Quickly adapting to new technologies, project requirements, and development environments.)

## EDUCATION

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### Egyptian E-Learning University [↗](#)

October 2018 – October 2022

Bachelor's degree in computer science and information technology

Asyut, Egypt

- Graduated with a Flutter-based mobile application as a graduation project.
- The project was selected among the Top 20 projects in a regional competition organized by Google for the Middle East.
- Achieved Grade A (Excellent) in the graduation project.

### FWD

Nanodegree in Native Mobile Development

- Completed a comprehensive course in **native mobile development** for Android.
- Gained hands-on experience with platform-specific design guidelines and native development tools.