

SYED UZAIF

Mobile Product Engineer / Flutter Developer

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PROFESSIONAL SUMMARY

Mobile Product Engineer and Flutter Developer with nearly two years of end-to-end product ownership — architecture, implementation, and release management — for production apps with 10,000+ cumulative downloads on the Play Store and App Store. Promoted from intern to full-time within 3 months. Currently leading development of an offline-first application (~73K LOC authored across 14 feature modules), designing an encrypted local-first data layer with a durable sync engine, conflict-safe write queues, and a fully reactive UI. Track record of measurable engineering impact: 45% faster load times, 28% smaller bundles, 99%+ crash-free sessions.

TECHNICAL SKILLS

Languages & Frameworks: Dart, Flutter SDK, JavaScript

State Management & Architecture: Riverpod 3.x, Stacked (MVVM), Provider, Clean Architecture, Repository Pattern, GetIt (DI)

Data & Offline: Drift (SQLite), sq_lite3mc encryption, offline-first architecture, outbox pattern, background sync, stream-based reactive repositories

Backend & Integrations: REST APIs (dio), Firebase (Auth, Firestore, FCM, Crashlytics, Analytics, Remote Config), push notifications with deep linking, Postman

Quality & Performance: Flutter DevTools profiling, Crashlytics monitoring, TestFlight & Play Internal Testing, Jira-tracked QA cycles

Tooling & Deployment: Git, GitHub, CI/CD (GitHub Actions), go_router, freed/build_runner codegen, flutter_secure_storage, Play Store & App Store release management

PROFESSIONAL EXPERIENCE

Flutter Developer — SimpliEd

Sep 2024 – Present

Karachi, Pakistan • Promoted from intern to full-time within 3 months

SimpliEd Teacher — offline-first mobile application

May 2026 – Present

- Architected an offline-first data layer with an encrypted SQLite database (Drift + sq_lite3mc) as the single source of truth and a durable outbox pattern that queues writes offline and replays them in order against the REST API on reconnect — guaranteeing zero data loss through connectivity drops.
- Evolved the database schema through 28+ migrations on a live app with zero data-loss incidents, and enforced strict architecture standards across the codebase — repository pattern, typed DTOs, and hard module boundaries.
- Designed a fully reactive UI layer with Riverpod 3.x and stream-based repositories: every screen subscribes to the local database and updates live, eliminating polling and manual refresh logic entirely.
- Delivered complex data-heavy workflows: multi-view reporting grids with offline mutation support and ordered replay, drag-to-reorder content management with full CRUD and file attachments, and paginated task queues.
- Built the platform layer end-to-end: FCM push notifications with deep-link routing, secure auth with encrypted token storage and session isolation on logout, an AI-integration layer (content generation and proofreading via the platform's AI API), and Crashlytics/Analytics/Remote Config behind clean service abstractions.

Student & Parent apps — two live production apps, 10,000+ cumulative downloads

- Cut initial load time by 45% (3.2s → 1.76s) and reduced app bundle size by 28% through tree-shaking, lazy loading, and asset optimization, using Flutter DevTools profiling to pinpoint bottlenecks.
- Established a Crashlytics monitoring and alerting pipeline, sustaining a 99%+ crash-free session rate and resolving production issues before user reports.
- Architected the authentication system (Email + Google Sign-In) on Firebase Auth, designing the complete login and onboarding flow from scratch.
- Led adoption of Stacked (MVVM) architecture across the codebase, replacing ad-hoc patterns to improve modularity, testability, and onboarding speed for new engineers.
- Partnered with backend engineers to define REST API contracts and surface data gaps, unblocking notification deep-linking and grading dashboard features.
- Owned the full app store deployment lifecycle — beta strategy via TestFlight and Play Internal Testing, version management, and coordinated production releases for two live apps.

PROJECTS & OPEN SOURCE

- Budget Buddy** — Full-stack expense-tracking app (Clean Architecture, Firebase Auth/Firestore, Gemini-powered budgeting advisor) with a GitHub Actions CI/CD pipeline for automated testing and deployment.
- Hacktoberfest 2024** — 8 merged pull requests to open-source Flutter packages, including documentation improvements and bug fixes adopted by maintainers.

EDUCATION

B.S. Computer Science (in progress) — Virtual University of Pakistan

Relevant coursework: Data Structures, Algorithms, OOP, Software Engineering