Esin Shadrach

Work Experience

Mobile App Developer Engineering team	Save Circle (contract) Remote, USA	July 2024–Present
 reduction in user onboardin Using Flutter for cross-platfor 20% reduction in developme Collaborated closely with U measured by in-app surveys Automated the CI/CD pipeling manual errors, which increas Streamlined user authentic 	X/UI designers to refine the user interface, which imp	rall user satisfaction and retention . both iOS and Android devices led to a roved user satisfaction scores by 25%, as ployment time by 40% and minimising
Mobile App Developer Sofware Team	AfroCharts (contract) Remote, USA	2024–Present

- **Spearheaded** the full redesign of the AfroCharts mobile app, significantly improving both aesthetics and functionality, resulting in a 30% boost in **user satisfaction** and **engagement**.
- Modernized the app's UI/UX using Flutter and Dart, which resulted in a 40% increase in user engagement and a 30% improvement in app ratings on both the Apple App Store and Google Play.
- **Optimized music streaming performance** by integrating advanced caching techniques and improving backend connectivity with **RESTful APIs**, leading to a 25% reduction in buffering times and smoother playback.
- Introduced personalized playlists and social sharing features, driving a 20% increase in **user interaction** and contributing to higher app **retention rates**

Mobile App Developer

TAA-Connect (contract)

Remote

- **Created and maintained** two interconnected mobile apps for TAA-Connect, a logistics platform, including one for riders and another for customers posting packages (last mile app).
- Integrated Google Maps API and real-time location tracking, enabling accurate tracking of packages and improving delivery efficiency by 30%.
- Implemented key features such as route optimization using Haversine's formula and real-time updates for both riders and customers, which enhanced user satisfaction and reduced delivery times by 20%.
- **Optimized app performance** and stability, leading to a 15% increase in app usage and a noticeable improvement in user retention rates.

Full-Stack Software Engineer

MagicPitch Remote, Dubai Jan 2020 – 2024

2023-2024

• Launched and maintained various projects, including bots, websites, and mobile apps, contributing to the company's diverse tech stack and improving overall product offerings.

Education and Certifications

- B.Sc. Computer Science, University of Nsukka.
- **B.Sc. Statistics,** University of Nsukka

2023–2027 2023–2027

Technologies and Languages

- Languages: Dart, TypeScript, Javascript, Python, Rust, Kotlin
- Technologies: Tailwind, React, NextJS, Flutter, Jetpack compose, SwiftUI
- Other: Arduino, and basic electronics

Projects

- Error Handling and Monitoring System Developed a comprehensive system using Flutter and React for error handling similar to Sentry. Integrated app version monitoring to ensure timely updates and enhanced app stability.
- SVG Viewer for macOS
 Created an SVG Viewer application that allows users to view SVG files and copy them as either React components or raw
 SVG code. This tool simplifies the workflow for developers working with scalable vector graphics on macOS.
- Flutter Playground

Designed and implemented a **Flutter Playground** to showcase innovative and interactive Flutter features. Provides a hands-on environment for developers to explore and experiment with various Flutter functionalities.

Interests

- Exploring and experimenting with electronics and hardware through DIY projects. Enjoy staying updated with the latest tech advancements.
- Fascinated by architectural design and structural analysis. In my free time, I deconstruct buildings into their fundamental components and create detailed technical drawings to understand their design and construction.