

SID ALI BOUMARAF

Lead Mobile Developer | Flutter Engineer | 3 Years Production Experience

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PROFESSIONAL SUMMARY

Flutter developer with 3 years shipping production Android and iOS applications across product teams, freelance clients, and an educational institution. Currently Lead Mobile Developer at E-Business Lab, also covering UI/UX design and store releases. Have taken apps from Figma through to store release, with five currently live on Google Play. Own the full lifecycle: Clean Architecture and MVVM structure, state management with Riverpod, GetX, Bloc and Provider, REST and BaaS integration (Firebase, Supabase, Appwrite), offline-first data layers, unit and widget testing, and CI/CD pipelines through to signed release and store submission. Native Android background in Java. Fluent English and French, with production RTL / Arabic localization experience. Seeking a mid-to-senior Flutter role on a remote product team.

PROFESSIONAL EXPERIENCE

Lead Mobile Developer | E-Business Lab (EBL) — Algeria Sep 2026 – Present

- Lead mobile developer building Android and iOS applications, owning each product from architecture and implementation through to delivery.
- Design the UI/UX of the apps I build, keeping product, design and code consistent from first screen to release.
- Own Google Play and App Store releases, including app signing, store listings and review submission.
- Drive project development end to end; shipped White Label and Life Door (co-developed) to Google Play.

Flutter Developer | Deepminds — Algiers, Algeria (Remote) Nov 2025 – Sep 2026

- Led mobile engineering on concurrent Flutter applications for early-stage startup clients, owning each product from architecture through Play Store and App Store release.
- Reduced cold start times by profiling with DevTools, deferring non-critical service initialisation off the launch path, and lazy-loading feature modules.
- Structured codebases feature-first (presentation / domain / data) so mid-build requirement changes landed in the presentation layer without rippling into data or domain code.
- Maintained GitHub Actions pipelines that ran static analysis, unit and widget tests, and signed build generation on every merge, removing manual steps from the release process.
- Wrote unit and widget tests across domain and presentation layers and reviewed pull requests on client projects; set the lint and static-analysis baseline now used on new studio Flutter work.
- Shipped Vitalls, a health-tech startup product, to both stores — owned iOS provisioning, signing certificates, TestFlight distribution and App Store review submission alongside the Android release.

Flutter Developer (Freelance) | Self-Employed — Algiers, Algeria Jun 2024 – Nov 2025

- Delivered Flutter applications end to end for independent clients, from requirements gathering through Play Store publishing and post-launch support.
- Built authentication flows (Google, Facebook, email) against Firebase, Supabase and Appwrite, selecting the backend per client based on data model, cost and security-rule requirements.
- Architected application state with GetX and Riverpod, cutting boilerplate and scoping rebuilds to the widgets that actually depend on changed state.
- Implemented offline-first data layers with SQLite and Hive so apps stayed fully usable on intermittent connections, queueing writes locally and syncing on reconnect.
- Owned the entire release pipeline solo — build flavors, environment config, versioning, app signing, Crashlytics monitoring and store submission.

Flutter Developer | School of Math & Physics — Algiers, Algeria Sep 2023 – Jun 2024

- Sole developer of a Flutter application that replaced the school's paper-based student record process, used daily by administrative staff to manage student and academic data.
- Built local persistence with SQLite and SharedPreferences, gathered requirements directly from institutional stakeholders, and shipped iterative feature releases over a 10-month engagement.
- Extended earlier native Android (Java) experience into platform-specific work, strengthening the object-oriented and lifecycle fundamentals still applied across current Flutter projects.

SELECTED SHIPPED WORK

White Label — B2B private-label sourcing and bulk ordering platform · [Google Play](#)

Flutter · B2B commerce · Product builder flow · Bulk ordering · Order tracking

- Built the buyer app: a searchable catalog showing minimum quantities, starting prices and lead times, plus a guided flow that turns catalog products into a branded offering.
- Implemented bulk ordering with pricing and margin review, and order tracking from validation to delivery.

Life Door — B2B door ordering platform (co-developed) · [Google Play](#)

Flutter · B2B ordering · Door customization · Order tracking · Multilingual UI

- Co-developed the mobile app with another developer: catalog, door customization and B2B order placement.
- Built order lifecycle tracking from confirmation to delivery, with order history, status notifications and a multilingual interface.

eDirassa — Learning platform for schools and students · [Google Play](#)

Flutter · Dart · Firebase · Offline content caching · Push notifications

- Published and maintained on Google Play through iterative releases, with content delivery and announcements handled via Firebase and push notifications.
- Built offline lesson caching so students on intermittent connections retain access to previously downloaded material.

Noor — Prayer times and Islamic daily utilities · [Google Play](#)

Flutter · Dart · Full RTL Arabic localization · Geolocation · Local notifications · Audio playback

- Implemented full right-to-left Arabic layout including bidirectional text handling, mirrored iconography and Hijri calendar conversion.
- Delivered location-aware prayer schedules through local notifications engineered to fire reliably under Android Doze and aggressive OEM battery-optimisation policies.

Wasla — Delivery operations platform — private beta

Flutter · Supabase (Postgres + Realtime) · Google Maps SDK · FCM · Build flavors

- Sole mobile engineer on a two-sided platform serving stores and drivers from one codebase, shipped as separate build flavors so each role installs only its own dependencies.
- Designed an offline write queue for delivery status changes that reconciles out-of-order events on reconnect, so status updates made in dead zones are never silently lost.

TECHNICAL SKILLS

Core Flutter (advanced), Dart, Java, SQL, OOP, SOLID principles

Architecture Clean Architecture, MVVM, Repository pattern, Feature-first structure, Dependency injection

State Management Riverpod, GetX, Provider, Bloc / Cubit, ValueNotifier, ChangeNotifier

Backend & Data REST APIs, Firebase, Supabase, Appwrite, PostgreSQL, SQLite, Hive, SharedPreferences, offline-first sync

Testing & Quality Unit testing, widget testing, integration testing, static analysis / lint baselines, code review, Crashlytics and Firebase Analytics

CI/CD & Release Git, GitHub, GitLab, GitHub Actions, build flavors, environment config, app signing, Play Store and App Store submission

App Capabilities Authentication (Google / Facebook / email), push and local notifications, deep linking, background tasks, in-app purchases, third-party SDK integration

Specialist RTL / Arabic localization, offline-first architecture, notification reliability under OEM battery restrictions, performance profiling with DevTools

Design & Tooling UI/UX design, Figma to code, responsive and adaptive UI, Android Studio, VS Code, Cursor, Claude Code

EDUCATION

Master’s Degree, English Literature and Civilizations | University of Algiers 2, Bouzareah 2022 – 2025

Bachelor’s Degree, English Literature and Civilizations | University of Algiers 2, Bouzareah 2019 – 2022

Self-taught in software engineering alongside my degree — shipped my first production Flutter application in 2023 while completing my Master’s.

LANGUAGES

English (Fluent, C1+) · French (C1) · Arabic (Native)