

BOUMARAF SIDALI

Flutter Mobile Developer | Cross-Platform Mobile Engineer

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PROFESSIONAL SUMMARY

Flutter mobile developer with 2+ years of production experience designing, building, and shipping cross-platform Android and iOS applications across startup, freelance, and institutional settings. Comfortable owning the complete app lifecycle — translating Figma designs into responsive UI, architecting apps with Clean Architecture and MVVM, integrating REST APIs and backend platforms (Firebase, Supabase, Appwrite), and managing releases through to Play Store publishing. Practiced in state management approaches including GetX, Provider, and Riverpod, with working familiarity in Bloc. Builds offline-first, authenticated, notification-driven apps with attention to performance and maintainability. Also holds native Android development experience in Java, and integrates AI-assisted development workflows (Cursor, Claude Code, Codex, Spec-Kit/MCP-based workflows) to move faster without sacrificing code quality. Seeking a Flutter / cross-platform mobile developer or software engineering role on an agile product team.

PROFESSIONAL EXPERIENCE

Flutter Developer Nov 2025 – Present

Deepminds — Algiers, Algeria (remote)

- Design and build cross-platform Flutter applications for multiple startup client projects within an agile product studio, owning each app from architecture through deployment.
- Partner directly with product and design teams to translate Figma prototypes into responsive, pixel-accurate UI across Android and iOS.
- Apply Clean Architecture and MVVM patterns to keep codebases modular, testable, and maintainable across several concurrent client projects.
- Integrate RESTful APIs and third-party backend services, and profile and optimize app performance to reduce load times and improve responsiveness ahead of release.

Flutter Developer (Freelance) Jun 2024 – Nov 2025

Self-Employed — Algiers, Algeria

- Delivered multiple Flutter mobile applications independently for clients, owning the full lifecycle from requirements gathering through Play Store publishing.
- Implemented authentication flows (Google, Facebook) and integrated backend platforms including Firebase, Supabase, and Appwrite for data, auth, and storage.
- Architected application state using GetX and Riverpod, improving code organization and reducing boilerplate across client codebases.
- Handled RESTful API integration, code reviews, and end-to-end release management to ensure a high-quality, production-ready user experience.

Flutter Developer Sep 2023 – Jun 2024

School of Math & Physics — Algiers, Algeria

- Built and maintained a Flutter mobile application enabling a private school to digitize the management of student records and academic data.
- Worked as sole developer on the project, handling UI implementation, local data persistence, and feature requests directly from institutional stakeholders.
- Gained foundational native Android development experience in Java, strengthening core object-oriented programming fundamentals still applied today.

KEY PROJECTS & IMPACT

Startup Client Applications — Deepminds Studio

Tech: Flutter · Dart · BLoC/Riverpod · Clean Architecture/MVVM · REST APIs · Firebase/Supabase

- Contributed to several cross-platform MVP and production apps built for early-stage startups, each with distinct architecture and backend requirements.

- Structured feature modules around Clean Architecture layers (presentation / domain / data) to keep apps scalable as requirements evolved mid-build.
- Worked from Figma design files to implement responsive, adaptive layouts consistent across a range of Android and iOS device sizes.

Freelance Mobile App Portfolio

Tech: Flutter · Dart · GetX · Firebase · Supabase · Appwrite · SQLite/Hive

- Independently designed and shipped multiple client apps covering authentication, offline-first data access, and push/local notifications.
- Integrated Google and Facebook sign-in, and connected apps to Firebase, Supabase, and Appwrite depending on client backend requirements.
- Managed the entire release pipeline solo — versioning, build signing, and Play Store submission — ensuring production readiness.

Student Management App — School of Math & Physics

Tech: Flutter · Dart · Local Persistence (SQLite/SharedPreferences)

- Digitized student record management for a private educational institution, replacing manual processes with a mobile-first workflow.
- Owned the project end-to-end as sole developer, from requirements through deployment and post-launch support.

TECHNICAL SKILLS

Languages & Fundamentals: Dart, Java, SQL, Object-Oriented Programming (OOP), SOLID Principles

Mobile Development: Flutter (advanced), Native Android (Java), Responsive & Adaptive UI, Figma-to-Code Implementation, Material Design

Architecture & Patterns: Clean Architecture, MVVM, State Management (GetX, Provider, Riverpod; working familiarity with Bloc)

Backend, Data & Integration: REST APIs, Firebase, Supabase, Appwrite, SQLite, Hive, SharedPreferences, Offline-First Application Design

App Features: Authentication (Google/Facebook), Push Notifications, Local Notifications, Deep Linking, Backend Integration

DevOps & Release Management: Git, GitHub, GitLab, CI/CD Pipelines, Play Store Deployment & Release Management

AI-Assisted Development: Cursor, Claude Code, Codex, Spec-Kit and MCP-based Workflows

EDUCATION

Master's Degree in English Literature and Civilizations — University of Algiers 2, Bouzareah

Bachelor's Degree in English Literature and Civilizations — University of Algiers 2, Bouzareah

Baccalaureate — Mathematics (2021)

Baccalaureate — Foreign Languages (2019)

LANGUAGES

English (Fluent) • French (C1) • Arabic (Native)