

DONALD AMADI

+2348145640723 donaldamadi15@gmail.com linkedin.com/in/donald-amadi github.com/donaldamadi pub.dev/publishers

Professional Summary

Results-driven Senior Mobile Engineer with 5+ years building scalable, high-performance iOS, Android, and cross-platform Flutter applications. Shipped production lending (ExtraCash), multi-currency wallets, encrypted payment flows and POS/card-SDK integrations across fintech, healthcare, e-commerce, and retail. Open-source maintainer on pub.dev and an AI-orchestration practitioner who builds agentic engineering workflows. Skilled in Clean Architecture, MVVM, Platform Channels, unit testing (TDD) and CI/CD, and adept at translating requirements into polished, production-ready apps with cross-functional product and design teams.

Core Skills

Languages: Dart, Swift, Kotlin, Python, Java, JavaScript, TypeScript, HTML/CSS.

Frameworks: Flutter, SwiftUI, UIKit, Jetpack Compose, KMM.

Fintech & Integrations: Platform Channels & native card/POS SDKs, open banking (Mono), KYC (Premby, HyperVerge), AES-encrypted networking, multi-currency wallets, Paystack, Rave/Flutterwave.

Tools & Platforms: Xcode, Android Studio, Bitrise, CodeMagic, Fastlane, Git, GitHub Actions, Firebase, GCP, CleverTap, OneSignal, Sentry, Shorebird, Agora RTC, Firebase AI (Vertex AI), pub.dev.

Practices: Clean Architecture, MVVM, MVC, State Management (BLoC, Provider, Riverpod, Stacked, RxBloc, Redux), CI/CD, TDD, AI Orchestration (prompt/loop/harness engineering), Code-Review Leadership, App Store & Play Store Deployment.

AI Orchestration & Workflow Engineering

Design and operate agentic engineering workflows end-to-end, platform and model-agnostic: **prompt engineering** (structured, role and context-scoped instructions for reliable, reviewable output), **loop engineering** (iterative plan, act and verify cycles with self-correction, guardrails and stopping conditions), and **harness engineering** (decomposing large production codebases into composable, on-demand context/skill files so AI agents operate safely inside them). Authored `flutter_skill_gen` on pub.dev to generate these skill files, and applied the practice on a live fintech app (SnapPay) by splitting its codebase into modular, AI-loadable skill documents.

Education

University of Lagos

Bachelor of Science in Computer Engineering

August 2023

Lagos, Nigeria

Experience

Zedcrest Group

March 2024 – Current

Mobile Developer, Full-time (Zedvance Personal & Business Banking)

Lagos, Nigeria

- Built **ExtraCash**, an embedded digital-lending product inside Zedvance: drove loan eligibility from open-banking bank-statement analysis (Mono), KYC, and employment/income capture, with automated eligibility decisioning and income-change reassessment.
- Implemented the full ExtraCash money flow end-to-end: instant loan disbursement to user wallets and repayment via debit card and Rave/Flutterwave, with OTP/email verification and KYC-upgrade gating.
- Built a POS application in Flutter, integrating a native Java/Kotlin SDK for card processing via Platform Channels, enabling seamless card-present payment flow across devices.
- Enhanced a core banking app with new service modules (cable, electricity, advanced search), and built a business-banking app for SMEs with streamlined payments, account management and transaction tracking.

SnapPay

April 2026 – June 2026

Flutter Engineer, Contract (SnapPay)

Remote (Nigeria)

- Delivered features for a production Nigerian fintech app (wallets, transfers, airtime/data/electricity bill payments, group & personal savings, invoices, QR pay, ticketing, rewards), shipping backwards-compatible, feature-flag-gated changes to live users.
- Engineered an AES-encrypted networking layer with request/response encryption and automatic encryption-key refresh-and-retry on HTTP 403, plus session-expiry auto-logout on HTTP 401.
- Integrated Premby KYC (BVN/NIN/liveness), biometric authentication, QR scan-to-pay, PDF receipt generation and deep linking, on a layered MVVM core (Provider, get_it, dartz functional error handling).
- Authored modular, AI-loadable skill documents decomposing the codebase by feature so AI agents could work safely within it, applying harness and context engineering to a live app.

MedPal

June 2025 – Present

Flutter Engineer, Contract (MedPal Provider)

Remote

- Built real-time provider-to-patient video and voice consultations with the Agora RTC engine, wired into the full telemedicine session lifecycle (incoming request, accept, in-call controls, completion) for a healthcare-provider platform.
- Integrated Firebase AI (Vertex AI / Gemini) to power AI-assisted medical-specialty selection during provider onboarding.
- Delivered provider earnings and payouts (available balance), payments, availability scheduling, QR generation, biometric login, and document/consent capture.
- Led full English/Spanish internationalisation, migrating every user-facing string to gen-l10n (480+ keys) with CI parity tests, across a Clean Architecture, Cubit (flutter_bloc), go_router and get_it codebase with multi-flavor Firebase (dev/staging/prod).

Equivator

October 2024 – May 2025

Senior Frontend Developer, Contract (Uplines Web/Mobile)

Saudi Arabia (Remote)

- Contributed to web and mobile platforms for the Uplines project, including native iOS widgets (Swift/SwiftUI) that boosted daily active users by 10% and UX enhancements that increased engagement by 20%.
- Integrated advanced analytics (Firebase, CleverTap), enabling 30% faster data-driven decisions, and partnered with backend/design teams to improve scalability by 15%.
- Spearheaded new features (gift points, tutorials, onboarding) and resolved critical bugs via Sentry and Firebase Crashlytics, improving stability by 30%.

MAX

March 2024 – December 2024

Flutter Mobile Developer, Full-time (PAMS Mobile, Falcon Web App)

Lagos, Nigeria

- Re-architected a legacy codebase to Clean Architecture, cutting bugs by 60% and improving scalability.
- Built a multilingual testing app with voice playback, improving accessibility for diverse demographics.
- Built and enhanced Falcon web app's real-time map interface to track and monitor riders/drivers, integrating live geolocation, speed, and distance data for improved operational visibility.

Creative Advanced Technologies

June 2022 – August 2024

Flutter Mobile Developer, Contract (Tamata, Taza)

Dubai, United Arab Emirates

- Delivered a 25% UX improvement and 40% performance gain in an e-commerce app serving 500,000+ users through RxBloc optimisation and targeted performance tuning.
- Improved workflows by leading code reviews and task tracking (Bitbucket, Jira) and deploying a Bitrise CI/CD pipeline, cutting release times by 50% and achieving a 90% build success rate.
- Integrated Shorebird for code push, reducing deployment time by 70% and enabling faster delivery of updates on Android and iOS.

Platnova

October 2023 – April 2024

Flutter Mobile Developer, Full-time (Platnova)

Lagos, Nigeria

- Built a multi-currency wallet (5,000+ monthly transactions) with Paystack integration, improving efficiency and engagement.
- Led UI enhancements including a dark mode and design review contributions, boosting retention.
- Maintained performance by updating dependencies and resolving critical issues.

First Bank of Nigeria

February 2022 – January 2024

Flutter Mobile Developer, Contract (LitApp)

Lagos, Nigeria

- Collaborated with cross-functional teams using Git, ensuring efficient task distribution and timely project completion.
- Played a pivotal role in developing a multifunctional banking application, integrating features such as self-transfer, inter/intra bank transfers, airtime purchases, bill payments, and more. This contribution led to a 35% improvement in user experience and a 50% rise in customer satisfaction ratings.
- Worked closely with the UI/UX team to incorporate design feedback, enhancing app usability which led to a 30% increase in user session duration, a 15% improvement in user retention, and 10% more positive app reviews due to improved design.

Student Paddy

June 2021 – June 2022

Lead Mobile Developer (StudentPaddy)

Lagos, Nigeria

- Led the creation of an educational social app for iOS and Android using Flutter.
- Boosted user engagement through Firebase push notifications and deep linking.
- Introduced a real-time in-app chat system, promoting user communication.

Algorism Limited

May 2021 – November 2021

Software Developer Intern (RealtyProx, TaskProx)

Lagos, Nigeria

- Designed a real-time bidding system for real estate, optimizing the buying/selling process.
- Built optimised reusable components and widgets for maximum performance and enhancing transparency in property transactions.

Projects

flutter_skill_gen | *Dart, CLI, pub.dev*

2025 - Current

- Authored and published an open-source CLI that generates **SKILL.md** files to orchestrate AI assistants and LLM pipelines across any codebase, codifying prompt, loop and harness engineering into reusable tooling.
- Licensed open-source on pub.dev, promoting adoption of agentic, AI-assisted development workflows.

multi_image_layout | *Flutter, Dart, pub.dev*

May 2022 - Current

- Authored and maintained an open-source Flutter package: `multi_image_layout`, available on pub.dev, enabling flexible, responsive gallery layouts for both network and local images on Android and iOS.
- Designed dynamic layout capabilities to optimise image presentation in various configurations: single, multiple, or grouped displays, with optional captions.
- Enhanced functionality through iterative version upgrades; licensed under MIT, promoting open-source adoption and community collaboration.

Ofin Eko | *Flutter, Dart*

January 2025 - July 2025

- Architected and single-handedly developed a bi-lingual (English and Yoruba) cross-platform mobile application enabling users to view, read, and listen to all Lagos State laws, ensuring accessibility for diverse language audiences.
- Designed and implemented an offline-first front-end architecture with efficient caching for seamless content access even without internet connectivity.
- Integrated text-to-speech and audio streaming features for all laws, delivering a responsive, platform-consistent media experience.
- Implemented dynamic and deep linking features to enable direct navigation to specific laws and bookmarked content from external sources.
- Deployed and published the application to both Google Play Store and Apple App Store, managing the entire front-end release process; maintained and updated post-launch from user feedback.

ShopAll | *Flutter, Dart, Android Studio*

November 2020

- Engineered a unified Android application integrating multiple e-commerce platforms, improving shopping efficiency for over 10,000 active users.

Voluntary / Extracurricular

Melodia Academy

February 2022 – March 2022

Lead Tutor

Lagos, Nigeria

- Mentored a team of 3 in Flutter development, improving their coding proficiency and project delivery skills.
- Spearheaded code reviews on Flutter projects, ensuring quality and maintainability.

Andela Hackathon for Justice

February 2021

Participant

Lagos, Nigeria

- Built a prison record-keeping app, addressing overcrowding and improving data management.