

Massinissa Mouhoub

Mobile Engineer | Flutter, Kotlin & Swift

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SUMMARY

Mobile Engineer with 3+ years building cross-platform applications in Flutter and Dart, extended with native Kotlin and Swift modules. Strong in Clean Architecture, state management, and reusable component systems, with a proven track record of reducing crash rates and shipping production-ready releases through CI/CD pipelines across Android and iOS. Skilled in REST APIs, performance optimization, and translating Figma designs into pixel-perfect user experiences within Agile teams.

SKILLS & LANGUAGES

Mobile	Flutter, Dart, Kotlin, Java, Swift, Clean Architecture, SOLID, BLoC/Cubit, Riverpod, Provider, GetX, GoRouter, Auto Route, Platform Channels / Native Modules, EventChannel, ActivityKit (Live Activities), Flutter DevTools, Mocktail.
Backend & Integration	REST APIs, GraphQL, WebSockets, Firebase (Firestore, FCM), Push Notifications (FCM/APNs), Deep Linking.
Tooling & Delivery	Git/GitHub, CI/CD (GitHub Actions), Fastlane, Shorebird, Unit/Widget/Integration Testing, TDD, Agile/Scrum, Google Play Console, App Store Connect.
Languages	Arabic (Native), French (Fluent - TCF C2), English (Fluent), German (Beginner).

WORK EXPERIENCE

Mobile Engineer – YAY Global July 2025 - Present

- Industrialized a production Flutter codebase by architecting a reusable component library using BLoC, Riverpod and get_it for DI, reducing feature delivery time and ensuring design-to-code consistency.
- Reduced app crash rate by 91% (from 19.8% to 1.68%) by refactoring the native Java integration of the flutter_overlay_window plugin to resolve Android overlay lifecycle issues causing the failures.
- Integrated iOS Dynamic Island via native Swift (ActivityKit Live Activities) to track a ride in real time from start to finish, displaying live status and ETA by bridging state updates from Flutter to the native layer.

Mobile Developer – SlickPay (Contract) April 2025 - May 2025

- Delivered secure, real-time video features (Agora SDK) for a fintech app across iOS and Android, implementing platform-specific permission and encryption handling to meet financial compliance requirements.
- Ensured high-fidelity UI implementation for financial services, translating detailed Figma specifications into pixel-perfect screens while maintaining strict adherence to secure design and data-handling requirements.

Mobile Developer – Yarbit (Contract) July 2024 - Sept 2024

- Authored a 30-page Technical & Component Guide documenting system architecture, state management, reusable UI patterns, and coding conventions, cutting onboarding time for new developers by 50%.
- Developed comprehensive Unit and Widget testing suites covering core UI components and critical business logic, validating expected behavior and ensuring stability before production deployment.

Mobile Developer – MIXIN March 2023 – Sept 2024

- Delivered pixel-perfect Flutter screens from Figma designs, optimizing rendering and animations to maintain a consistent 60fps experience even with complex scrolling, transitions, and dynamic UI interactions.
- Built a shared design system for colors, typography, and spacing consumed across iOS, Android, and Web, accelerating style-update turnaround and enforcing pixel-level visual consistency across all platform targets.

PROJECTS

Disease-Risk Zone Mapping Application

Developed a cross-platform Flutter app that maps disease-spread risk zones from geospatial data, alerting users in real time whether a given location is dangerous; renders clustered interactive maps over large datasets. Methodology published at an [IEEE](#) conference in Paris.

internet_checker_native – Flutter Plugin

Built a native Flutter plugin wrapping Android's ConnectivityManager and NetworkCallback in Kotlin, streaming real-time connectivity state to Flutter over an EventChannel to detect and report connection changes reactively.

EDUCATION

M.Sc. Bioinformatics & Data Science at University of Science and Technology Houari Boumediene (USTHB) (14.87/20 – Very Good)

B.Sc. Computer Networking at University of Science and Technology Houari Boumediene (USTHB) (14.03/20)