

MOFOLASAYO OSIKOYA

MOBILE ENGINEER

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Mofolasayo is a flutter engineer with 3+ years of experience building scalable cross-platform mobile applications for Android and iOS. Skilled in developing high-performance fintech, AI-powered, and real-time applications using Flutter, clean architecture, and modern state management solutions. She is passionate about building intuitive user experiences and solving real-world problems through technology.

Technical Skills

Languages: Dart, Java. **Framework:** Flutter.

- **State Management:** BLoC, Provider, Riverpod.
- **Databases:** Firebase, Hive, SQLite.
- **Architecture/Patterns:** MVVM (Stacked), Clean Architecture, TDD, DDD, BDD
- **Concepts:** API integration, Stacked, Architecture UI/UX design principles, Test-Driven Development, Cross-platform development (IOS & Android).

Certifications

University of the people - Bsc Computer science

- Complete Dart Programming Course with Flutter - AptLearn
- Flutter & Dart: The complete Guide - Udemy
- HNG Internship (i11 finalist).
- Developing iOS, Android, and Mobile Apps (IBM)

Experiences

MOBILE ENGINEER

Lemons Dating App, Berlin (December 2025 - April 2026)

- Developing and maintaining cross-platform mobile features for the Lemons dating application using Flutter.
- Implemented real-time messaging, user matching flows, push notifications, and profile management features to improve user engagement and retention.
- Integrated secure REST APIs, authentication systems, and real-time updates for seamless user interactions and data synchronization.
- Collaborated closely with product designers and backend engineers to deliver intuitive, high-performance user experiences across Android and iOS.

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Schoolable (September 2025 - February 2026)

- Designed, developed, and maintained the cross-platform Schoolable mobile application supporting core functionality such as fee payments, savings plans, account management, and notifications.
- Translated UI/UX designs and product requirements into scalable, maintainable, and production-ready mobile applications.
- Integrated secure backend APIs for authentication, transactions, real-time updates, and data synchronization.
- Worked closely with designers, backend engineers, and product managers to deliver new features and improve overall user experience.
- Optimized application performance, reducing app launch time by 20% and decreasing crash rates by 15% through proactive memory management.

FLUTTER DEVELOPER

HeyFood Africa (October 2024 - September 2025)

- Built and maintained features for the Heyfood Africa mobile app using Flutter.
 - Implemented dynamic UI components to improve customer engagement and usability.
 - Integrated RESTful APIs for food ordering, delivery tracking, and real-time updates.
 - Collaborated cross-functionally with UI/UX designers, backend developers, and product managers to deliver new features.
- Wrote clean, maintainable Dart code and conducted unit testing to ensure high app performance.
Participated in code reviews and version control using Git and GitHub.

FLUTTER DEVELOPER

Civicnexa (August 2024 - November 2024)

- Developed a cross-platform Flutter app with AI-driven voice and text input for emergency and informational assistance, using the Stacked MVVM architecture.
Integrated speech-to-text, text-to-speech, and audio playback for seamless voice interaction.
- Implemented AI intent detection via Google Gemini API to trigger actions like emergency calls or opening official websites.
- Applied clean, modular architecture with dedicated services for speech, AI, navigation, and emergency handling.
- Incorporated user consent workflows for microphone, location, and phone access, with clear disclaimers about service limitations.

MOBILE APPLICATION DEVELOPER

ING Internship (May 2024 - August 2024)

Boilerplate App development (Team member)

Collaborated with a team of 35 flutter developers in creating a scalable and reusable boilerplate for future mobile projects.

- Worked with product managers and UI/UX designers to ensure the app meets user needs and business objectives

MediTag NFC APP (Team lead)

Directed a cross-functional team to develop an NFC - enabled mobile app that includes reading, tracking, and analyzing features.

Collaborated closely with designers and product managers to ensure smooth implementation of user flows.

Game development: Angry Bird themed game (Team lead)

Spearheaded the development of an angry bird themed game, guiding a team of mobile developers through game design, UI creation, and implementation.

Coordinated project tasks and ensured the app was completed on schedule

FLUTTER DEVELOPER

Swee - Lagos (March 2023 - November 2023)

Designed, developed, and maintained scalable cross-platform mobile applications.

Ensured smooth performance on both Android and iOS platforms.

Implemented animations and complex UI features using Flutter widgets.

Maintained clean, readable, and well-documented code.

Continuously improved app quality by following Flutter and UI/UX best practices.