

Ramiz Raja

Senior Mobile Developer — Android, iOS, Flutter, React Native

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SUMMARY

Known for inheriting unstable codebases, unblocking stuck release pipelines, and shipping measurable stability and performance wins. Android-deepest (Kotlin, Java, Jetpack Compose; Google Certified) with hands-on iOS in Swift and cross-platform leadership in Flutter and React Native.

TECHNICAL SKILLS

Languages: Kotlin, Java, Swift, Dart, TypeScript, Python

Android: Jetpack Compose, Material 3, Android SDK, Coroutines, Flow, LiveData, Dagger, Hilt, Room, WorkManager, Navigation Component, Paging, Retrofit, OkHttp, Moshi, Gson, ViewModel, Android JetPack libraries, MVVM, Clean Architecture, SDK development, AAR, Gradle, Maven Central publishing, ProGuard, R8

iOS: Swift, SwiftUI, UIKit, Combine, XCTest, App Store Connect, TestFlight

Flutter: Dart, Riverpod, GetX, GoRouter, Dio, Firebase integration

React Native: application development, SDK development and maintenance, TypeScript, JavaScript

Backend & Cloud: Firebase (Authentication, Firestore, Cloud Messaging / FCM, Remote Config, Crashlytics, ML Kit), REST APIs, WebSockets, SendBird

Tooling & CI/CD: Bitbucket Pipelines, GitHub Actions, Google Play Developer API, Play Store internal testing track automation, Gradle, Fastlane, Git

Performance: Android Studio Profiler, GPU profiling, memory profiling, baseline profiles, rendering optimization, Android Vitals, crash-rate reduction

Methodologies: Agile / Scrum (2-week sprints), code review, pair programming, mentoring, PR ownership, code ownership

PROFESSIONAL EXPERIENCE

Senior Mobile Developer

[Carewell \(carewell.ch\)](#) — Switzerland (Remote) — February 2026 to Present (primary current role)

Working on Carewell's Flutter application (Android and iOS) — a healthcare workforce marketplace platform connecting medical institutions with nurses and other medical professionals across France, Germany, and Switzerland.

- Built CI/CD from scratch: rebuilt the broken Android pipeline, created the iOS pipeline (none existed), migrated distribution from Firebase App Distribution to Google Play Store internal-testing track, and shepherded the [Android app](#) through Play Store review and approval.
- Ships major features on a 2-week release cadence: expanded the calendar to multi-slot shift scheduling, refactored core UI, hardened login and logout flows and work-account flows (the bridge between institutions and external medical talent); improved app-wide data-loading performance.

Mobile Lead for AI Integration

[SKEDit Software Intl.](#) — Lebanon (Remote) — February 2026 to Present (parallel part-time contract)

- Restored broken Telegram and WhatsApp message-scheduling integrations (the app's core value proposition) and resolved multiple message-delivery failure modes.
- Rebuilt a broken CI/CD pipeline and shipped 10 or more production releases in 3 months; automated Play Store internal-testing deployments directly from CI, eliminating manual APK hand-offs to QA.
- Leading a full app redesign effort and driving team adoption of Anthropic Claude and Claude Code to accelerate development velocity and design handoff.

Lead Mobile Developer

[NurivaTech AI](#) — USA (Remote) — February 2025 to July 2025 (contract)

- Led the architectural foundation of SportFX (NurivaTech's AI-powered sports biomechanics Flutter app) on a scalable MVVM structure — maintainable and testable.
- Designed and enforced a Figma-aligned design system with multi-theme support, ensuring consistent UI and UX across the application.
- Mentored a team of 4 junior developers through detailed PR reviews and pair-programming sessions, enforcing MVVM best practices and code quality.
- Established reusable patterns and core libraries across the codebase.

Senior Mobile Developer

[Portal \(portalhq.io\)](#) — USA (Remote) — April 2024 to April 2025

Lead Android SDK developer for an MPC (multi-party computation) crypto wallet SDK used by crypto applications including Bitso, each with millions of monthly active users and multi-million-dollar transaction volumes.

- Solved a long-standing release blocker by publishing the multi-module Android SDK to Maven Central — previously impossible for Portal's in-house engineering team, forcing consumer apps to copy-paste SDK binaries on every release. Deployed the upstream dependency module first, then the main SDK; consumer apps now integrate via standard Gradle dependencies.
- Contributed to the Portal React Native SDK and built a Flutter integration example application demonstrating consumption of the Portal Android SDK from Flutter code for consumer developers.

SELECTED FREELANCE PROJECTS

Via Toptal and Turing, 2021 to 2024. Parallel engagements alongside primary roles.

- [Abide \(1M+ installs\) white-labeled to Amen for Augustine Institute](#) (Carpenters Code, 2021) — Refactored Abide for white-labeling (hardcoded strings to resources, theming, localization, variant generation); shipped Amen with a new design and color theme to the Play Store.
- [Streaming-App MVP Benchmark for Augustine Institute](#) (2024) — Built 3 parallel MVPs (native Android, native iOS, React Native) on Brightcove/Media3; benchmarked performance, load time, and memory to drive the client's native-vs-RN platform decision.
- [Harley-Davidson Ride Planner and LiveWire ONE motorcycle companion apps](#) (2022 to 2023, via Toptal) — New feature work including BLE (Bluetooth Low Energy) integration — motorcycle pairing, connection reliability, live status; bug fixing and maintenance through release cycles.
- [Mdacne AI skincare app \(500K plus installs\)](#) (MDalgorithms, 2022 to 2023, via Turing) — Stabilized critical components in under 1 week; shipped community social features including progress posts, moderation and deletion, and side-by-side skin-comparison analysis.

EARLIER EXPERIENCE

Senior Mobile Developer

[VegaGem](#) — California (Remote) — July 2023 to December 2023 (contract)

- Joined a greenfield codebase; defined MVVM + Clean Architecture conventions top-to-bottom; built and shipped the complete user-profile and onboarding stack (UI through API integration), including session-token management.

Senior Android Engineer

[Yahoo Sports](#) — USA (Remote) — September 2021 to February 2023

- Rebuilt critical user-facing screens (contests, lineups) in the Daily Fantasy module of the Yahoo Fantasy Sports Android application.
- Led the MVP to MVVM refactor, unifying duplicated code across multiple screens by lifting business logic into a dedicated domain layer.
- Owned stability for the Daily Fantasy and later Core Fantasy modules — significantly reduced crash and ANR rates release-over-release by chasing down bugs surfaced through Sentry, Embrace, and QA-filed Jira tickets.

Senior Android Developer

[Plume Design, Inc.](#) — USA (Remote) — August 2020 to September 2021

- Key member of the Plume Mobile team shipping the new B2B Android application, [WorkPass](#), deployed across 10 or more business flavors; also shipped features, bug fixes, and performance improvements on the existing [HomePass](#) B2B and B2C application.
- Worked in an Agile development model (2-week sprints) using MVVM with clean-architecture guidelines.
- Led a squad of 4 within a Mobile organization of 30 or more developers. Served as feature owner and GitHub code owner for the Android UI layer; ran pull-request reviews.

Senior Android Developer

[Jirah](#) — Riyadh, Saudi Arabia — July 2018 to August 2020

- Led a team of 4 developers shipping 2 production Android applications: [Jirah Sitter](#) and [Jirah Parent](#). Delivered Jirah Sitter from inception to deployment in under 6 months.
- Took over the unstable Jirah Parent app; fixed major bugs and eliminated UI jank in under 1 month through targeted profiling and rendering fixes.
- Established a clean Kotlin codebase using Coroutines, Dagger2, Retrofit2, Android Navigation Component, WorkManager, Room, ViewModel, LiveData, Android Paging, and other Android JetPack libraries.
- Set up automatic build and deployment pipelines using Bitbucket Pipelines and the Google Play API.
- Wrote a custom Chat SDK on top of SendBird SDK, published as a private repository and used by both Android applications.

Mobile Application Developer (Android and iOS)

[Unified Intents AB \(Unified Remote\)](#) — Sweden (Remote) — June 2017 to July 2018

- Took over the [Unified Remote](#) Android and iOS applications from the outgoing team — 10 million plus installs today (1 million plus during tenure); handled domain knowledge transfer and roadmap alignment with clients.
- Upgraded the aging codebase from min API 9 to min API 14 in under 3 months, removing dead and duplicated code.
- Eliminated UI jank through GPU and memory profiling; brought frame times and memory use under Android Vitals limits.
- Achieved 3x faster live-image rendering by moving bitmap uploads to the GPU on a background thread and lifting memory allocations out of the canvas drawing pass.

Android Developer

[Chat Sports \(Live Sports News\)](#) — USA (Remote) — July 2015 to June 2017

- Delivered the Chat Sports Android application from inception to deployment in under 1 year.
- Partnered closely with designers to validate designs and with backend engineers to finalize API endpoints and response shapes.
- Post-launch, participated in brainstorming and validating new features.

Mobile Developer (Android and iOS)

[Heya \(Dating App\)](#) — Finland (Remote) — June 2013 to July 2015

- Core team member on the [Heya](#) dating application; shipped real-time chat, user profile, and onboarding flows.
- Post-launch, owned maintenance and improvements including image-download optimization.

EDUCATION

Bachelor of Science, Computer Science — University of the Punjab, Lahore, Pakistan (2009 to 2013). *Gold Medalist for outstanding academic performance.*

CERTIFICATIONS

- Google Certified Associate Android Developer
- Triplebyte Certified Android Engineer

- Upwork Skill Certification — Android

LANGUAGES

English (Professional), Urdu (Native), Punjabi (Native)

