

Ramiz Raja

Senior Android Engineer — Kotlin · Jetpack Compose · SDK Development

informramiz@gmail.com · Lahore, Pakistan · Remote · [linkedin.com/in/ramiz-raja](https://www.linkedin.com/in/ramiz-raja) · github.com/informramiz · codebyramiz.com

10+ yrs Android

Kotlin / Java, native, at scale

10M+ installs

Unified Remote Android app

Maven Central

published Portal's Android SDK (multi-module)

Google Certified

Associate Android Developer

SUMMARY

Known for inheriting unstable codebases, **unblocking stuck release pipelines**, and shipping measurable stability and performance wins. Android-specialist with **cross-platform reach** (iOS, Flutter, React Native) — brings the full mobile stack when the product demands it.

EXPERIENCE

Senior Mobile Developer · [Carewell \(carewell.ch\)](https://carewell.ch)

Feb 2026 – Present · Switzerland (Remote)

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

- **Built CI/CD from scratch**: rebuilt a broken Android pipeline, created the iOS pipeline (none existed), migrated distribution from Firebase App Distribution to **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/logout and work-account flows (the bridge between institutions and external medical talent), and improved app-wide data-loading performance.

Mobile Lead for AI Integration · [SKEDit Software Intl.](https://skedit.com)

Feb 2026 – Present · Lebanon (Remote) · Part-time contract

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

Lead Mobile Developer · [NurivaTech AI](https://nurivahq.com)

Feb 2025 – Jul 2025 · USA (Remote) · Contract

- Led architecture of **SportFX** — NurivaTech's AI-powered sports biomechanics Flutter app — defining module structure, dependency injection, and MVVM layer boundaries for maintainability and testability.
- Designed and enforced a **Figma-aligned design system** with multi-theme support, keeping UI/UX consistent across the app.
- Mentored a **team of 4 junior developers** through PR reviews and pair programming.

Senior Mobile Developer · [Portal \(portalhq.io\)](https://portalhq.io)

Apr 2024 – Apr 2025 · USA (Remote)

Lead Android SDK developer for an **MPC crypto wallet SDK** used by crypto apps including Bitso and other clients with **millions of monthly active users** and multi-million-dollar transaction volumes.

- Unblocked a long-standing release problem: **published the multi-module Android SDK to Maven Central** — previously impossible for the in-house team, forcing clients to copy-paste binaries on every version. Deployed the upstream dependency module first, then the main SDK; clients now consume it via standard Gradle dependencies.
- Contributed to the Portal **React Native SDK** and built an Android-SDK-powered **Flutter integration example app** for consumer developers.

SELECTED FREELANCE PROJECTS (VIA TOPTAL / TURING · 2021 – 2024)

Abide (1M+ installs) → **Amen** white-label for Augustine Institute · [Carpenters Code](https://carpenterscode.com) · 2021 — Refactored Abide for white-labeling (strings → resources, theming, localization, variant-generation structure); shipped Amen with a fresh design and color theme to 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 decision.

Harley-Davidson Ride Planner & LiveWire ONE motorcycle companion apps · 2022 – 2023 — New features including **BLE (Bluetooth Low Energy) integration** — motorcycle pairing, connection reliability, and live status; bug fixes and maintenance through release cycles.

Mdacne AI skincare app (500K+ installs) · [Mdalgorithms](#) · [via Turing](#) · 2022 – 2023 — Stabilized critical components in under 1 week; shipped community social features (progress posts, moderation, side-by-side skin analysis).

EARLIER EXPERIENCE

Senior Mobile Developer · [VegaGem](#) Jul 2023 – Dec 2023 · California (Remote) · Contract

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

Senior Android Engineer · [Yahoo Sports](#) Sep 2021 – Feb 2023 · USA (Remote)

- Rebuilt critical user-facing screens (contests, lineups) in the Daily Fantasy module of the Yahoo Fantasy Sports Android app.
- Led the **MVP → MVVM refactor**, unifying duplicated code across 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.](#) Aug 2020 – Sep 2021 · USA (Remote)

- Key member of the Mobile team shipping Plume's new B2B app, [WorkPass](#), deployed across **10+ business flavors**; also shipped features, bug fixes, and performance work on the existing [HomePass](#) B2B/B2C app.
- Led a **squad of 4 within a Mobile org of 30+ developers**; served as feature owner and **GitHub code owner for the Android UI layer** — ran PR reviews on a 2-week-sprint Agile cadence under MVVM + clean-architecture guidelines.

Senior Android Developer · [Jirah](#) Jul 2018 – Aug 2020 · Riyadh, KSA

- Led a **team of 4** shipping two production Android apps — [Jirah Sitter](#) and [Jirah Parent](#). Delivered Jirah Sitter from **inception to deployment in under 6 months**.
- Took over the unstable Jirah Parent app; **eliminated UI jank in under 1 month** through targeted profiling and render-pipeline fixes.
- Established a clean Kotlin codebase (Coroutines, Dagger2, Retrofit2, Room, ViewModel, WorkManager, Paging, Navigation); set up **Bitbucket Pipelines + Google Play API CI/CD**; wrote a custom **Chat SDK on top of SendBird** used by both apps.

Mobile Developer (Android & iOS) · [Unified Intents AB — Unified Remote](#) Jun 2017 – Jul 2018 · Sweden (Remote)

- Took over the [Unified Remote](#) Android & iOS apps from the outgoing team — **10M+ installs today (1M+ during tenure)**; upgraded aging codebase from **min API 9 → 14 in under 3 months**, removing dead and duplicated code along the way.
- Eliminated UI jank via **GPU and memory profiling** and achieved **3x faster live-image rendering** by moving bitmap uploads to the GPU on a background thread; brought frame times and memory under Android Vitals limits.

Mobile Developer (Android & iOS) · [Chat Sports \(USA\) & Heya \(Finland\)](#) Jun 2013 – Jun 2017 · Remote

Early-career mobile work. **Chat Sports**: shipped the Android app inception → deployment in under 1 year. [Heya](#): core team on a dating app — real-time chat, user profile, onboarding; post-launch image-download optimization.

TECHNICAL SKILLS

Languages	Kotlin, Java (primary) · Swift, Dart, TypeScript (secondary)
Android UI	Jetpack Compose, Material 3, Views/XML, Navigation Component, Paging, Animations
Android Arch	MVVM + Clean Architecture, Coroutines, Flow, LiveData, Dagger / Hilt, Room, WorkManager, Retrofit, OkHttp, Moshi / Gson
SDK & Build	Android SDK / library development, Maven Central publishing, Gradle (multi-module), ProGuard / R8, AAR packaging
Tooling	Firebase (Auth, Firestore, Remote Config, FCM, Crashlytics, ML Kit), Bitbucket Pipelines, GitHub Actions, Google Play API, Play Store internal-testing automation
Performance	Android Studio Profiler, GPU & memory profiling, baseline profiles, rendering pipeline optimization, crash-rate reduction
Cross-Platform	iOS (Swift, SwiftUI, UIKit), Flutter (Riverpod, GetX), React Native (app + SDK)

Education: B.S., Computer Science — University of the Punjab (2009 – 2013, Gold Medalist)

Certifications: Google Certified Associate Android Developer · Triplebyte Certified Android Engineer · Upwork Skill Certification — Android

Languages: English (Professional) · Urdu (Native) · Punjabi (Native)