

Abdelrahman Saed

Senior / Lead Mobile Engineer

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SUMMARY

Senior / Lead Mobile Engineer with **7 years** shipping production iOS and Android apps to **5M+ users** – Flutter, Dart, BLoC / Cubit, Clean Architecture. Lead a 4-engineer squad at [iStoria](#) (EdTech · English language learning), owning architecture, release governance, and delivery for a **50+ module** codebase. Shipped **250+ production releases**, reviewed **600+ PRs**, sustained a **99.9% crash-free rate**, and cut the release cycle from **4 weeks to 1**.

SKILLS

Mobile: Flutter, Dart, Android, iOS, Custom Widgets, Animations, Responsive / Adaptive UI (iPad / Tablet / Landscape), Push Notifications (FCM), Deep Linking, Dark Mode / Theming, Home Screen Widgets (WidgetKit / Android App Widgets), Internationalization (i18n / RTL)

Architecture & Data: Clean Architecture, MVVM, BLoC, Cubit, Dependency Injection (DI), SOLID, PowerSync, Drift, Cloudflare R2, RevenueCat, Stripe, Paddle, AdMob, Appodeal

Analytics & Engagement: Adjust, CleverTap, PostHog, Clarity, Smartlook, Segment, WebEngage, MoEngage

DevOps & Quality: CI/CD, GitHub Actions, Codemagic, Trunk-based Development, Feature Flags, Firebase, Sentry, A/B Testing (Remote Config + GrowthBook), Performance Profiling, Crash Budgets, Unit / Widget Testing, Integration Testing (Maestro / Patrol / Marionette), PR Automation Bots, REST, GraphQL

Leadership: Architecture Ownership, Technical RFCs, Release Governance, Code Review, Mentoring

EXPERIENCE

Lead Mobile Engineer

Jun 2025 – Present

[iStoria](#) (EdTech · English Language Learning) · Riyadh, Saudi Arabia (Hybrid)

Stack: Flutter, Dart, BLoC, Cubit, PowerSync, Drift, Firebase, Sentry, GitHub Actions, GraphQL, REST

- Lead a 4-engineer iOS/Android squad – defining architecture direction, hiring bar, release governance, and quarterly roadmaps balancing feature velocity against tech debt for a user base of **5M+**.
- Cut release cycle **75% (4 weeks → 1 week)** via trunk-based development, feature flags, and end-to-end CI/CD ownership (Codemagic, GitHub Actions, store releases).
- Architected modular Flutter codebase with **50+ feature modules** and **140+ routes** applying SOLID and MVVM, documented via RFCs and enforced through CI quality gates and code review.
- Led migration to [CleverTap](#) as the primary engagement platform, deprecating the previous stack with **zero data loss** for active accounts.
- Hardened production security end-to-end: PII masked in logs and Sentry breadcrumbs, Android cleartext traffic disabled, and TLS certificate validation enforced across the app.
- Cut QA turnaround by shipping internal tooling that builds APKs from any GitHub branch on demand, removing manual hand-offs from the test loop.

Founding Mobile Engineer

Jan 2022 – Jun 2025 • 3 yrs 6 mos

[iStoria](#) (EdTech · English Language Learning) · Riyadh, Saudi Arabia (Hybrid)

Stack: Flutter, Dart, BLoC, Cubit, PowerSync, Drift, Codemagic, Firebase, Sentry, Adjust, REST, GraphQL

- Shipped flagship growth and AI features end-to-end: **Leaderboard** with social sharing, **AI Read-with** (Google speech recognition for guided reading), and **iStro AI chat companion** guiding users through chapter journeys.
- Delivered **native Home Screen Widgets** on iOS (WidgetKit) and Android (App Widgets) for streak/daily-goal with FCM-driven updates, plus an **app-wide deep-link router** for auth, passwordless reset, marketing/coupon flows, challenges, and group invites.
- Built the engagement and retention loop powering daily active usage: **Streak** system with day-off freeze and lost-streak restore, **Badges**, **Daily Goal** tracker, social **Challenges**, and a **Referral / Invite-Friends** program.
- Achieved **99.9% crash-free rate** via crash budgets, systematic profiling, and CI quality gates blocking releases below stability thresholds.
- Designed offline-first infrastructure (PowerSync + Drift) with selective per-key sync, conflict resolution, schema migration, and data integrity guarantees for millions of active accounts.
- Drove a sustained performance program: **~35% cold-start reduction** (parallelized service providers, deferred post-first-frame SDKs, 35+ eager → lazy dependencies); **~60% rendering gains** (RepaintBoundary isolation, background JSON deserialization); **~20% memory reduction** (eliminating controller/stream leaks).
- Architected and implemented an end-to-end cross-platform anti-piracy system integrating mobile tampering, jailbreak, and root detection with backend behavioral analysis to fingerprint compromised builds, automatically blocking **30,000+ abusive accounts** and reducing credential sharing through enforced 3-device account limits.

- Expanded the supported matrix with app-wide **Dark Mode** (system-theme aware), **iPad / tablet / landscape adaptive UI**, and a **20-language i18n pipeline** (RTL incl. Arabic, Persian, Urdu) with locale-aware push notifications – all without forking the codebase.
- Migrated mobile asset delivery from **AWS CloudFront to Cloudflare R2**, coordinating cutover across mobile, backend, and content pipelines with zero user-visible downtime.
- Owned the monetization stack: **RevenueCat** for native IAP across iOS/Android, a **custom webview checkout migrated from Paddle to Stripe** for fallback flows, **AdMob** ad serving (selected over Appodeal via A/B testing) with frequency capping and report-ad UX, and a promo / coupon engine driving paid-tier conversion.
- Built internal DevEx tooling: a **PR-automation bot** (Jira-link injection, conflict labelling, auto-branch-update, stale-branch sweep, quality-team auto-check).
- Maintained **8+ custom/forked Flutter packages**, contributing fixes upstream and owning long-term maintenance to meet production reliability requirements.
- Integrated 4 marketing SDKs (**WebEngage**, **MoEngage**, **CleverTap**, **Adjust**) and built A/B testing infrastructure (Firebase Remote Config + **GrowthBook**), enabling data-driven feature rollouts and personalized engagement.
- Maintained end-to-end stability across **mobile, backend, and cloud** as **the sole engineer for 1.5M users** during a team transition, while keeping release stability above thresholds.

Mobile Engineer

Oct 2020 – Jan 2022 • 1 yr 4 mos

Happy Trip · Cairo, Egypt

Stack: Flutter, Dart, REST, Firebase

- Owned mobile delivery end-to-end across the Flutter team – task planning, code review gates, and sprint execution – setting the cadence for every release during the platform's first 14 months.
- Architected a networking SDK with multi-layer caching, request queueing, auto-retry, token refresh, and background parsing, **cutting networking code by 60%**.
- Designed and delivered the company's first mobile platform (consumer booking, internal HR, POS) in 14 months, enabling a full business pivot from traditional tourism to a tech-enabled service.

Mobile Engineer (Part-time)

Feb 2021 – Oct 2021 • 9 mos

Tech Bay Portal · UAE (Remote)

Stack: Flutter, Dart, Socket.io, Google Maps

- Delivered real-time GPS tracking and live trip updates (Socket.io, Google Maps) for a ride-hailing platform across driver and rider apps.
- Hardened the live-tracking pipeline against intermittent connectivity – buffered location updates locally and replayed on reconnect to keep trip state consistent on both sides.
- Collaborated within a distributed multinational agile team, coordinating asynchronously across time zones alongside a concurrent full-time role.

Mobile Engineer

Aug 2019 – Sep 2020 • 1 yr 2 mos

FekraSoft Co · Cairo, Egypt

Stack: Flutter, Dart, RxDart, Firebase

- Led company-wide Flutter adoption as the first Flutter engineer, mentoring the Android team through advanced patterns (Streams, RxDart, DI) and authoring the shared coding standards the team still uses.
- Shipped production e-commerce and document management apps with barcode scanning and file-level encryption.

PROJECTS

- **flutter_cached_pdfview** – Cross-platform Flutter PDF viewer (iOS/Android) with URL/asset/local caching, password-protected PDFs, and gesture-based zoom; **134* on GitHub**, **501 likes / 43.3k+ downloads on pub.dev**.
- **flutter_zoom_checker** – iOS/Android display-zoom (UI scaling) detection plugin, working around a Flutter framework limitation ([issue #95421](#)).
- **dio_firebase_performance_plus** – Dio interceptor streaming HTTP request metrics to Firebase Performance Monitoring.
- **clipboard_plus** – Flutter clipboard plugin with **silent content-type detection on iOS** (UIPasteboard) – detects URLs, text, and images without triggering the iOS paste permission dialog.
- **Stickerawy** – WhatsApp stickers Android app with **500K+ installs** on Google Play.
- **Open-source contributions:** patches and fixes to [youtube_explode_dart](#), [dio_smart_retry](#), and [growthbook-flutter](#).

EDUCATION

Bachelor of Management Information Systems

Ain Shams Academy, Cairo, Egypt

LANGUAGES

Arabic: Native · English: Professional