

SHAKIB HABIBI

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SENIOR MOBILE DEVELOPER

Accomplished Senior Mobile Developer with 8+ years of expertise in building high-performance mobile applications. Proficient in Kotlin, Java, Flutter, and Android SDK, with strong skills in integrating RESTful APIs, streamlining workflows, and automating development processes. Spearheaded the development of a marketplace app that surpassed 1M+ downloads, driving business growth and enhancing user engagement. Skilled in spotting inefficiencies and collaborating in cross-functional teams to deliver smooth and user-centric mobile experiences.

CORE COMPETENCIES

- Android App Development
- Dependency Injection
- Clean Code
- Cross-functional Team Collaboration
- Debugging and Issue Resolution
- Disciplined Approach to Work
- Effective Communication
- Precision & Accuracy
- Ownership Mentality

PROFESSIONAL EXPERIENCE

EatApp • UAE, Remote

Jul 2025 - Present

Senior Mobile Engineer

Eat App is a restaurant reservation and table management platform enabling global hospitality brands to optimize operations, increase revenue, and enhance guest experiences.

Freelance • Global, Remote

May 2024 - Jul 2025

Software Engineer

Built mobile and web applications for global clients, delivering scalable solutions and polished user experiences.

CussMe

Cross-platform Flutter app for learning slang and cultural expressions, built with a freemium model and premium subscriptions.

- Architected the app using Clean Architecture (MVI) with Riverpod for robust state management and scalability.
- Integrated Supabase (Design, edge functions, real-time auth) and implemented cross-platform in-app purchases with server-side validation.
- Delivered monetization via Google AdMob and a premium feature set including TTS, advanced search, bookmarking, and full localization.

Organizational Form Management Platform • Moshtagh Studio

A responsive Flutter web app for dynamic form creation with reusable segments, multi-tenant support, role-based access, and localization.

- Implemented Clean Architecture with MVI and repository patterns, supported by Robot-pattern unit tests and ChromeDriver-based UI tests.
- Crafted a JSON-driven segment/template engine using CustomMultiChildLayout and GestureDetector for drag-and-drop and dynamic visibility.
- Integrated GoRouter with nested routes, Freezed, Dio (with JWT/tenant interceptors), FlutterQuill, Lottie, and Shimmer for advanced routing, networking, editing, and animations.

LuminaTech • Portugal, Remote

Sep 2019 - Mar 2024

Senior Android Developer • Team Lead

LuminaTech launched Tisitano and Touraphone, two startup projects under the company's founder. Led Android development, architecting scalable solutions, and driving technical innovation.

Tisitano

Led Android development for Tisitano, an e-commerce platform, in a small team, scaling the app from its early stages to over 1M+ downloads.

- Cut deployment time by 90% by implementing a GitLab CI/CD pipeline, automating versioning and builds, and ensuring seamless releases with fewer errors.
- Eliminated team dependency issues by devising a custom annotation processor for analytics tracking, improving cross-team collaboration.
- Accelerated debugging efficiency with an in-app floating view displaying real-time API history and user session data.
- Refactored key components to improve maintainability, reduce technical debt, and enhance scalability without disrupting active development.
- Designed a training program for junior developers, streamlining onboarding and accelerating skill acquisition.
- Enforced high coding standards through regular code reviews, providing detailed feedback to improve code quality, enhance readability, and prevent potential issues.
- Voluntarily automated a time-consuming marketing task by building an Android app using accessibility services to send WhatsApp messages, saving the team 2+ hours daily.

Touraphone

Touraphone is a specialized Android device with a custom ROM tailored to specific business use cases. Built and customized the AOSP (Android Open Source Project) for seamless business-specific functionality.

- Built and customized AOSP ROMs for the Touraphone device using tools like Odin & TWRP, ensuring compatibility with Google Apps for a fully functional experience.
- Pioneered an innovative solution for hidden Android APIs when no existing workaround was available, enabling persistent background services despite system limitations.
- Implemented system services for tethering and hotspot management, allowing connectivity control at the OS level.
- Optimized the onboarding experience by replacing the default Google setup with a custom Kotlin-based setup wizard, improving user experience.
- Streamlined internal development by establishing a CI/CD pipeline for private libraries using GitLab, improving workflow efficiency.

ParsRoyal • Iran, Remote

Aug 2017 - Sep 2020

Senior Android Developer

Solution Tablet, owned by Pars Royal, was an enterprise app to streamline B2B distribution operations across multiple roles, including sales, distribution, and merchandising.

- Enabled offline functionality, ensuring uninterrupted usability in low-connectivity environments.
- Revamped the UI/UX design, ensuring a modern, intuitive interface that enhanced usability and user satisfaction.
- Developed analytics dashboards and reports using MPAndroidChart, providing key business insights.

Pargoon • Iran, Hybrid

Jun 2017 - Jun 2018

Senior Android Developer

Pargoon Messenger was a feature-rich communication platform for seamless real-time messaging and file sharing.

- Implemented real-time chat functionality using FCM and OneSignal, ensuring smooth and reliable communication.
- Developed secure file sharing, integrating Okio and Retrofit for efficient upload/download operations.

Pixelandcode • Iran & Australia, Hybrid

Sep 2016 - Sep 2017

Android Developer

Tipi was a travel app aimed at enhancing hostel experiences through digital check-ins and traveler networking.

- Automated mobile check-ins using Microblink OCR, reducing processing time and manual data entry.
- Refactored a large codebase from Dagger 1 to Dagger 2, modernizing dependency injection to improve maintainability, performance, and testability.

EDUCATION

Bachelor of Computer Engineering • Baha'i Institute for Higher Education (BIHE) • 2017 - 2022

- Teaching Assistant for multiple courses, including Java 1, Java 2, and Android.
- Created educational materials for the Android course, improving the learning experience for students.

Associate of Computer Engineering • Baha'i Institute for Higher Education (BIHE) • 2015 - 2017

TECHNICAL SKILLS

Programming Languages: Kotlin, Java, Dart (Flutter)

Architectural Patterns: MVP, MVVM, MVI, Clean Architecture

Android, Libraries, and Frameworks: Android SDK, Jetpack Components, Hilt, Room, Retrofit, Coroutines, Flow, Jetpack Compose, XML, Dagger, RxJava, ViewModel, LiveData, Firebase Messaging, Crashlytics, Firebase Analytics, Event bus, Glide, Picasso, Okio, SQLite

Build and Deployment: CI/CD pipelines (GitLab CI), Google Play Store Deployment

Version Control: Git, GitHub, GitLab, Bitbucket

Tools and Platforms: Android Studio, IntelliJ IDEA, Jira, Agile methodologies, Figma, IntelliJ Space, Postman

LANGUAGES

Persian: Native or bilingual proficiency

English: Professional working proficiency

ADDITIONAL INFORMATION

Volunteer Experience: Designed and conducted Java and Android workshops for individuals 15+ years old, introducing programming fundamentals to help them make informed career and education choices.

Hobbies & Interests: Football, Long-Distance Running (5K & 10K), Endurance Cycling, CrossFit, Watching Movies, Reading, Boxing, Teaching