

Emad Eddin Tabbaa

Senior Mobile Developer | Android (Kotlin) · iOS (Swift) · Flutter

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PROFESSIONAL SUMMARY

Senior Mobile Developer with 8+ years of production experience shipping native Android (Kotlin / Jetpack Compose), native iOS (Swift / SwiftUI), and cross-platform Flutter (Dart / BLoC / Riverpod) applications to both the Apple App Store and Google Play. Rare tri-platform engineer with genuine native depth across all three stacks — proven across enterprise and startup product teams, plus 10+ live production apps including Call of Anime, a self-built real-time multiplayer strategy game built in Flutter and independently shipped to both stores with 8+ structured production releases and an active global player base.

What makes this profile stand out: most Flutter and cross-platform developers lack real native knowledge — this profile brings 8+ years of Kotlin/Android-native foundation, genuine Swift/SwiftUI iOS engineering, and production-grade Flutter (BLoC/Riverpod) in a single engineer. Expert in real-time architectures, AI/ML mobile integration, in-app purchase pipelines (StoreKit + Google Play Billing), and full mobile product lifecycle ownership. Experienced across UAE startup and enterprise environments, working directly with product, design, and business stakeholders to deliver polished multi-platform mobile products on time.

TECHNICAL EXPERTISE

Kotlin · Jetpack Compose · Android SDK · Swift · SwiftUI · UIKit · iOS SDK · Flutter · Dart · BLoC / Cubit · Riverpod · Coroutines & Flow · Hilt · Clean Architecture · MVVM / MVI · Real-time / WebSocket · AI / ML · Firebase · CI/CD · Git

WORK EXPERIENCE

Senior Mobile Engineer (Part-Time) — August 2026 – Present

Tabsolex

- Working part-time as a Senior Mobile Engineer across Android native (Kotlin), iOS native (Swift), and Flutter (Dart) — contributing to feature development, bug fixes, and platform-specific implementation across the mobile stack.
- Applying tri-platform expertise to support ongoing mobile product development, balancing part-time engagement with hands-on contribution across all three stacks.
- Collaborating with the team on Android, iOS, and Flutter codebases, maintaining code quality and consistency with existing architecture patterns.

Senior Mobile Engineer (Contract, Full-Time) — February 2026 – June 2026

Parser

- Delivered senior mobile engineering across Android native (Kotlin / Jetpack Compose), iOS native (Swift / SwiftUI), and Flutter (Dart / BLoC) as a full-time contract engineer, owning feature architecture and delivery across all three platforms.
- Applied Clean Architecture / MVVM patterns consistent with Android (Hilt, Coroutines & Flow), iOS (Combine), and Flutter (BLoC/Cubit, Riverpod) — maintaining modular, testable, and consistent codebases across the mobile stack.
- Built reactive data pipelines and real-time UI state handling across Android, iOS, and Flutter, ensuring robust async error handling and smooth state management on high-traffic screens.
- Worked directly with product and engineering stakeholders to translate requirements into technical specifications, shipping features on schedule across all three platforms.
- Contributed to code review, engineering standards, and mentoring practices consistent with senior-level mobile engineering delivery.

Senior Mobile Engineer → Mobile Tech Lead — July 2023 – February 2026

Herogram · Dubai, UAE

- Led technical strategy and end-to-end delivery across Android native (Kotlin / Jetpack Compose), iOS native (Swift / SwiftUI), and Flutter (Dart / BLoC) mobile stacks — engineering AI/ML-powered features including NLP chatbot integration, real-time image recognition, and voice assistant capabilities — driving a 35% measurable increase in user engagement.

- Defined and enforced engineering standards across the mobile team covering all three stacks: Android MVVM / Clean Architecture with Hilt and Coroutines & Flow; iOS MVVM with SwiftUI and Combine; and Flutter Clean Architecture with BLoC/Cubit and Riverpod — ensuring modular structure, consistent patterns, and rigorous code review across Android, iOS, and Flutter codebases.

- Built complex reactive data pipelines in Kotlin Coroutines & Flow for Android, Combine for iOS, and BLoC event/state streams for Flutter — delivering smooth real-time UI state management and robust async error handling across high-concurrency, feature-rich screens on all platforms.

- Collaborated directly with product managers, UX designers, and business stakeholders to translate requirements into clear technical specifications and sprint deliverables — consistently shipping features across Android, iOS, and Flutter on schedule with high quality.

- Mentored engineers in Kotlin best practices, Jetpack Compose architecture, Swift / SwiftUI patterns, Dart/Flutter clean patterns, and testable BLoC design — raising team output quality, test coverage, and autonomous delivery capability.

Founder | Lead Mobile Engineer (Flutter) — October 2024 – Present

Call of Anime · Flutter / Dart · BLoC · Real-Time Multiplayer Strategy · Independent Product

iOS: apps.apple.com/ae/app/call-of-anime/id6737163408 · Android:

play.google.com/store/apps/details?id=com.App.CallofAnime

- Independently architected and shipped a fully live real-time multiplayer mobile strategy game to both the Apple App Store and Google Play — built entirely in Flutter (Dart / BLoC) — solely owning 100% of the product: the cross-platform mobile client, real-time backend, RESTful game APIs, WebSocket communication layer, cloud infrastructure, and ongoing production operations.

- Developed the full cross-platform client in Flutter/Dart with BLoC state management — architecting a complex BLoC-driven system for real-time gameplay state across PvP battles, alliance/guild systems, territory warfare (Kingdom Wars / Fort system), global leaderboards, and live game events — maintaining clean stream separation and zero UI state leakage across concurrent game modules.

- Integrated in-app purchases across both stores in Flutter (in_app_purchase) with 5 IAP tiers (AED 19.99 – AED 399.99) and server-side purchase validation, plus demanding custom Flutter animations and game screens rendered with custom painters.

- Engineered real-time multiplayer infrastructure from scratch: WebSocket-based PvP battle engine, live alliance chat, real-time game event broadcasting, and territory warfare mechanics — designed and optimised for low-latency concurrent gameplay under production load with a global player base.

- Shipped v1.0 to both App Store and Google Play in October 2024 and executed 8+ structured production releases over 7 months — managing CI/CD pipelines, dual-store submissions, crash monitoring, performance profiling, and live incident response entirely independently, progressing from v1.0 to v2.0 major feature expansion.

- Delivered full Arabic RTL support and MENA-localised UX across the app — demonstrating cross-platform internationalisation depth for the UAE and Arabic-speaking mobile market.

Mobile Developer (Android · iOS · Flutter) → Team Lead — June 2020 – July 2023

Iwings · Dubai, UAE

- Architected and delivered 6 production mobile applications across Android native (Kotlin / Jetpack Compose), iOS (Swift / SwiftUI), and Flutter (Dart / BLoC) — independently owning all technical decisions from data layer through business logic, UI, and dual-platform App Store and Google Play deployment.

- Led the team's expansion into cross-platform and multi-platform mobile delivery — establishing Flutter architecture standards (Clean Architecture / BLoC), iOS Swift conventions, reusable widget and component libraries, and code review processes adopted across the full engineering team.

- Led sprint planning, backlog prioritisation, and cross-functional coordination between engineering, UX, and product stakeholders — translating business requirements into clear Android, iOS, and Flutter technical specifications with

consistent on-time delivery.

- Reduced codebase complexity by 25% through migration from legacy Android XML UI to Jetpack Compose for native screens, SwiftUI adoption on iOS, and Flutter for new cross-platform products — measurably improving development velocity and long-term maintainability.

- Built and maintained Gradle, Flutter, and Xcode CI/CD pipelines for automated testing and multi-platform app store deployment, enabling consistent and repeatable release cycles across 6 simultaneous products.

Mobile Developer (Android) — August 2019 – May 2020

Forsa · Damascus, Syria

- Independently owned the full mobile product lifecycle — from requirements analysis and architecture design through iterative development in Android (Kotlin), QA, Google Play release, and post-launch support — delivering on time without supervision.

- Implemented offline-first Android architecture using local data persistence, background sync, and REST API integration — ensuring reliable performance under variable network conditions.

- Reduced codebase complexity by 25% through Clean Architecture adoption and modern Android patterns, directly improving team development velocity and reducing maintenance overhead.

Mobile Developer (Android) — February 2019 – October 2019

Momento Group · Damascus, Syria

- Contributed to 2 commercial Android applications — building responsive native UI components, integrating REST APIs, and maintaining alignment with product specifications throughout the full development lifecycle.

- Built foundational expertise in native Android architecture patterns and SDK development — core experience that underpinned later Kotlin / Jetpack Compose and Flutter / BLoC engineering.

Mobile Developer (Internship) — October 2018 – November 2018

Tradinis · Damascus, Syria

- Completed a structured mobile development placement — gaining foundational experience in native SDK development across Android and iOS, cross-platform tooling, and professional software engineering workflows in a commercial environment.

APPS PORTFOLIO (10+ SHIPPED TO IOS & ANDROID)

Call of Anime — Founder-built live real-time multiplayer strategy game — Flutter / BLoC — 8+ releases, shipped to both stores, global player base. callofanime.com

BBrain — AI conversational assistant with real-time NLP responses — Flutter / BLoC, cross-platform iOS & Android.

OLNX — AI-powered outfit recommendation using computer vision — Flutter / Riverpod + on-device ML, both platforms.

Zumi — Anime streaming platform with personalised recommendations — Flutter / BLoC, performance-optimised both platforms.

Radiolingo — Language learning via audio immersion — Flutter / BLoC, full offline support, Arabic RTL, both platforms.

Forsa · 100Talks — Enterprise MENA recruitment platform and language learning app — Android native Kotlin, Google Play.

QShot · CheckApp · Protocol — Professional utility and productivity apps — Flutter cross-platform, UAE market, consumer and enterprise.

SKILLS

Android Native: Kotlin · Jetpack Compose · XML / View System · Coroutines & Flow · Hilt / Dagger · MVVM / MVI / Clean Architecture · Room · WorkManager · Retrofit / OkHttp · Google Play Billing · ML Kit · TensorFlow Lite

iOS Native: Swift · SwiftUI · UIKit · Combine · Core Data · Core Animation · AVFoundation · Core ML · StoreKit / IAP · APNs · App Store Connect · TestFlight · Instruments / Profiler

Flutter & Dart: Flutter SDK · Dart · BLoC / Cubit (flutter_bloc) · Riverpod · Provider · Dio · in_app_purchase · Platform & Method Channels · Custom Painters · Animations & Transitions

Architecture: Clean Architecture · MVVM · MVI · SOLID Principles · Repository Pattern · Feature-first Modularisation · Coordinator Pattern (iOS) · VIPER (iOS)

Real-time & Networking: WebSocket (real-time systems) · REST API design & integration · GraphQL (basic) · Firebase Realtime DB / Firestore

Firebase: Authentication · Firestore · Realtime Database · FCM Push (Android) + APNs (iOS) · Cloud Storage · Crashlytics · Analytics

AI / ML: ML Kit (Android & Flutter) · Core ML (iOS) · TensorFlow Lite · NLP Integration · Image Recognition · Voice APIs · On-device Inference

Testing: JUnit 4/5 · Espresso (Android) · XCTest · XCUITest (iOS) · flutter_test · BLoC Test · Mockito (Flutter) · Turbine (Flow testing)

CI/CD & Release: GitHub Actions · Codemagic · Fastlane · Xcode Cloud · App Store Connect review cycles · Play Console · Gradle · ProGuard / R8

Tools: Android Studio · Xcode · VS Code · Git · Figma (review & handoff) · Jira / Linear · Postman · Charles Proxy

EDUCATION

Bachelor of Computer Science — 2015 – 2022

Damascus University, Damascus, Syria

LANGUAGES

Arabic (Native) • English (Professional Working Proficiency)