

Patrice GADEGBE

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Available immediately and open to relocation.

I have been a mobile developer for six years, working with Flutter as well as native iOS and Android.

I worked in an Agile team on Vancelian, a crypto financial services application with 100,000 users and a crash-free session rate of 99.98%, and I took part in its MiCA and VARA compliance work ahead of its launch in the MENA region. I also contributed to the delivery of a mobility solution for the Paris 2024 Olympic Games, along with several white-label versions of it. At Automata AI, I was the mobile team's technical lead on navigation topics: I proposed the migration to GoRouter and deep linking, had it validated by the team of about ten developers and followed its implementation through.

I am now looking for a team where I can commit myself to a product.



Flutter, Android/iOS Mobile Developer

Skills

Mobile

- **Flutter & Dart** - BLoC, Clean Architecture, feature-first structure; GoRouter, deep links; Dio, Retrofit, WebSockets; Method Channels; Design Systems; Melos monorepo
- **Native Android** - Kotlin, MVVM, Espresso UI tests, REST
- **Native iOS** - Swift, SwiftUI, UIKit, Coordinator pattern, iOS widgets, XCTest UI tests
- **Platform** - Firebase (Analytics, Crashlytics, Cloud Messaging, Auth, Remote Config), Mixpanel; App Store, Play Store; Thales and Onfido SDKs; in-app purchases

Quality & delivery

- **Testing** - Unit, widget, bloc_test, mocktail, Patrol; Espresso, XCTest; Vitest, Playwright; Testcontainers; SonarQube
- **CI/CD & infra** - GitLab CI, Bitbucket Pipelines, Fastlane; Docker, Docker Compose, AWS

AI applied to development

- **Assistants & agents** - Claude Code, Gemini CLI, Copilot CLI; MCP servers (Atlassian, SonarQube, Playwright); design of 5 plugins and 19 Claude Code skills (architect, engineer, QA, devops and orchestrator per stack); systematic review of generated code

Web & backend

- **Web** - React, TypeScript, Vite, Tailwind CSS, shadcn/ui, TanStack Query and Router; Vue.js, Parse Platform
- **Backend** - Django (Python, DRF, Channels); Spring Boot (Java, Data JPA, Security, Flyway, Modulith, OpenAPI); Symfony (PHP); Node.js; REST, WebSockets, OAuth2, JWT
- **Data** - PostgreSQL, MySQL, MongoDB, Redis, SQLite

Methods & tools

- **Agile** - Scrum, SAFe, code reviews, Jira
- **Design** - UML, Merise, Figma, Sketch
- **IoT & embedded** - Raspberry Pi, Arduino, ESP32, LoRa, CUDA, C/C++; indoor positioning from Wi-Fi RSSI; NFC reading

Product & domain skills

- **Product contribution** - Move from a B2C offer to a B2B offer, opening of the MENA region at Vancelian, rapid prototyping.
- **Security, compliance & high-stakes environments** - Financial services, Paris 2024 Olympic Games, white-label mobility; identity verification (Thales, Onfido), strong authentication, MiCA, VARA.
- **Mobile release** - App Store and Play Store; Remote Config to change a behaviour without a new submission.
- **Interfaces** - Design Systems, perceived response time, simplification of financial journeys (crypto, staking, cards).
- **Usage measurement** - Firebase and Mixpanel tracking plans to support product decisions.
- **Technical leadership & communication** - Mobile team technical lead on navigation (GoRouter, deep linking); code reviews and developer mentoring on that scope; link between business requirements and technical constraints.

Professional experience

Automata AI - Flutter and React Mobile Developer

October 2023 - May 2026

Sophia Antipolis, France - Development and maintenance of [Vancelian.com](https://vancelian.com), an Android/iOS crypto financial services application, within an Agile Scrum team (permanent staff position)

4.6/5 App Store rating · 100,000 users · 30,000 active users · 99.98% crash-free sessions

- **Navigation technical lead:** Proposed, had validated by the team and led the migration to GoRouter (declarative navigation, deep linking) within a mobile team of about ten developers; code reviews and developer mentoring on that scope.
- **International rollout:** Opening of the MENA region and regulatory compliance work (MiCA, VARA).
- **Native integration:** Custom Method Channels to expose low-level Android/iOS APIs inside Flutter.
- **B2B web platform:** Extension of the company information system with a web application in React, TypeScript, Vite and shadcn/ui.
- **Quality & delivery:** CI/CD pipelines, unit, widget and BLoC logic tests, HTTP mocks; Remote Config to correct a behaviour in production without a new submission.

Technical environment: Flutter, Dart, Kotlin, Swift, GoRouter, BLoC, React, TypeScript, Vite, shadcn/ui, Node.js, MongoDB, SQLite, Firebase, Retrofit, Figma, Git, Bitbucket, Jira, Scrum

Instant System - iOS Mobile Developer (through Fenyx Group)

December 2022 - October 2023

Sophia Antipolis, France - On-demand mobility solutions (Cherbourg, Annemasse, Paris 2024 Olympic Games)

- **Public mobility:** Delivery of mobility solutions for the Paris 2024 Olympic Games and for urban transport networks, on demand-responsive transport features.
- **iOS architecture:** Separation of navigation logic through the Coordinator pattern, in order to keep the code modular as it grew.
- **Interfaces & Design System:** UIKit and SwiftUI coexisting in a single code base; unified Design System built from the Sketch prototypes.
- **Maintenance:** Defect fixing and technology watch within an Agile SAFe and Scrum setting.

Technical environment: Swift, UIKit, SwiftUI, Coordinator pattern, Sketch, Git, Bitbucket, Jira, Scrum, SAFe

Automata AI / Akt.io - Flutter Mobile Developer (through Fenyx Group)

January 2022 - December 2022

Sophia Antipolis, France - Android/iOS crypto financial services application, within an Agile Scrum team

- **Architecture & quality:** Migration to Clean Architecture and BLoC state management, with high test coverage on the business logic.
- **Financial features & security:** Staking, vaults and card management; integration of the Thales SDK for identity verification and two-factor authentication.
- **Interfaces:** Construction of an extensible Design System, real-time price charts and handling of loading states.
- **Usage measurement:** Firebase Analytics and Remote Config to support product decisions; end-to-end API handling with Retrofit and Hive.

Technical environment: Flutter, Dart, BLoC, Clean Architecture, Thales SDK, Firebase, Hive, Retrofit, Git, Bitbucket, Jira, Scrum

Orange - Kotlin/Swift Mobile Developer (final Master internship) April 2021 - August 2021
Arcueil, France - Automated verification of the usage measurement data sent by the Orange Pro applications (Android and iOS), within an Agile SAFe and Scrum team.

- **Automated verification & data integrity:** Design and execution of UI tests with Espresso (Android) and XCTest (iOS) to check the accuracy of the data sent to the marketing and business intelligence tools; detection of regressions on those data flows before release.
- **Native implementation & interception:** Development of a usage measurement layer in Kotlin and Swift, with data interception through Mockito to check message content without depending on the production servers.
- **iOS interface modernisation:** Contribution to the gradual evolution of the interface through SwiftUI components, inside an existing UIKit code base.
- **Agile setting:** Participation in the SAFe ceremonies (PI Planning, System Demo) and in the team Scrum rituals; work with the QA, product and data teams to align the measurement specifications with the business needs.

Technical environment: Kotlin, Swift, Espresso, XCTest, Mockito, SwiftUI, UIKit, UML, Git, GitLab, Jira, SAFe, Scrum

Big App Technology - Application Developer November 2018 - August 2019
Lomé, Togo - Development of business-oriented web and mobile management applications for local small businesses and public bodies.

- **Full-stack development:** Creation of cross-platform applications with Flutter on the front end and Django or Symfony on the back end; implementation of the MVC/MVT architecture and of the REST APIs consumed on the mobile side.
- **Modelling & databases:** Design (UML, Merise) and maintenance of MySQL relational databases; writing of optimised queries and stored procedures for the reporting modules.
- **Systems & infrastructure:** Configuration of Debian/Apache servers, deployment of local network architectures (LAN, Wi-Fi, TCP/IP) and setup of automated backups for the client production environments.
- **Project life cycle:** Requirements gathering, writing of functional specifications, iterative delivery in a waterfall (V-model) cycle, user training and post-release support.

Representative projects: school management system (full life cycle: enrolment, marks, report cards) · prototyping of agricultural financing tools · internal sales tracking applications.

Technical environment: Symfony, Django, Flutter, Dart, PHP, Python, UML, Merise, Apache, MySQL, Debian, Git, V-model

Togo Directorate of Grants and Internships - Application Developer August 2017 - February 2018

Lomé, Togo - Design and rollout of an automated system for processing grant and financial aid applications from Togolese students, within the public administration.

- **Business process automation:** Move from paper-based processes to a fully digital flow (online submission, multi-level approval, automatic generation of the decisions).
- **APIs & data integration:** Development of REST synchronisation APIs to exchange student files between the DBS, the universities and the payment services.
- **Server administration:** Setup and maintenance of an Apache2 and Nginx reverse proxy architecture on CentOS with MariaDB; management of the SSL certificates and of the backups.
- **Modelling & project setting:** UML/Merise modelling of the database, work organised in Scrum sprints with the internal technical team.

Technical environment: Symfony, PHP, JavaScript, Nginx, Apache2, MariaDB, MySQL, CentOS, UML, Merise, Git, Scrum

Personal projects

myFENYX - Fullstack Developer & Ops (side project, outside working hours) January 2023 - Present
Sophia Antipolis, France - Design, development and maintenance of the gamified HR portal for the IT consultants of Fenyx Group (project started on my own initiative)

- **Architecture & navigation:** Feature-based structure with GoRouter, BLoC and Cubit state management, Retrofit and Dio network layer with authentication interceptors.
- **Back end & infrastructure:** Django (DRF) REST API and PostgreSQL, Celery and Redis for the asynchronous tasks and the notifications; containerised deployment on AWS with Docker; WebSockets (Django Channels) for real-time broadcasting.
- **Authentication:** Two sign-in methods, OAuth with Azure AD (Microsoft Graph API) or a one-time code by email.
- **Business rules:** Reward engine based on an internal currency (referrals, days worked, events); real-time leaderboards; catalogue of rewards.
- **Quality & CI/CD:** Fastlane for automated builds and submissions; unit, widget and BLoC logic tests with bloc_test and mocktail.

Technical environment: Flutter, Dart, GoRouter, BLoC, Retrofit, Dio, Django, DRF, PostgreSQL, Celery, Redis, Firebase, Docker, AWS, Fastlane, Git, Scrum

Sanu OS - Design & fullstack development (personal project, with a second developer) May 2026 - Present

Multi-tenant ERP and point of sale for beverage distribution in West Africa (Togo, UEMOA zone): user manual, API, back office, administration console and mobile applications.

- **Design & steering:** Specification by profile and by module (point of sale, inventory, purchasing, treasury, accounting, payroll), architecture decisions recorded as ADRs; AI-agent-assisted development (Claude Code) under systematic review and a verification gate.
- **API:** Spring Boot on Java 21, PostgreSQL, Flyway, Spring Modulith and ArchUnit for module boundaries, OAuth2, OpenAPI; integration tests against a containerised PostgreSQL.
- **Front ends:** Back office and console in React, TypeScript, Vite, TanStack Query and Router, Vitest, MSW, Playwright; cashier, delivery and customer apps in Flutter (Melos workspace, BLoC, GoRouter).
- **Delivery:** Seven GitLab CI pipelines, Docker Compose per environment (development, staging, production), service portal with availability status.

Technical environment: Java 21, Spring Boot, Spring Modulith, Flyway, PostgreSQL, OAuth2, React, TypeScript, Vite, TanStack, Flutter, Melos, BLoC, GoRouter, Docker, GitLab CI, Claude Code

Enchèria - Fullstack development (personal project) May 2026 - Present

Mobile application tracking real-estate auction sales in France: zone alerts, adjudication history, DVF open data, simulation, subscriptions.

- **Mobile:** Flutter with BLoC, GoRouter, get_it, Retrofit, flavors; Firebase Auth, Analytics, Crashlytics and Cloud Messaging; in-app purchases (in_app_purchase), geolocation; Patrol integration tests.
- **API:** Spring Boot 3, Spring Security and JWT with refresh tokens, one-time codes, Data JPA, Flyway, Redis, PostgreSQL, OpenAPI; Stripe, Apple and Google webhooks; Testcontainers integration tests.
- **Back office:** React 18, TypeScript, Vite, Tailwind CSS, TanStack Query and Table, Recharts.

Technical environment: Flutter, BLoC, GoRouter, Firebase, Patrol, Java, Spring Boot 3, Spring Security, JWT, Flyway, Redis, PostgreSQL, Testcontainers, Stripe, React, TypeScript, Tailwind CSS, TanStack

Rentapp, Locind, Tontini, Miadenou, Soccercup - Mobile & backend development (personal projects) 2022 - 2026

Five Flutter applications (rent payment, address management, collective savings circles, property sales, football

competition) backed by Django or Spring Boot APIs.

- **Mobile:** Development, staging and production flavors; BLoC, GoRouter, Retrofit, json_serializable, intl, get_it and injectable; Firebase Cloud Messaging, Google Maps, geolocation, secure storage, deep links (app_links); very_good_analysis lint; Fastlane for iOS and Android.
- **Backend & deployment:** Django REST or Spring Boot APIs, PostgreSQL, Docker Compose per environment, GitLab CI and Bitbucket pipelines.

Technical environment: Flutter, BLoC, GoRouter, Retrofit, Firebase, Google Maps, Fastlane, Django, DRF, Spring Boot, PostgreSQL, Docker, GitLab CI, Bitbucket Pipelines

Education

Master - Internet of Things & Embedded Computing Systems September 2019 - August 2021
Université de Technologie de Belfort-Montbéliard (UTBM) - Belfort, France

Bachelor (Licence Professionnelle) - Software Engineering September 2014 - April 2018
Université de Lomé - Lomé, Togo

Additional information

Languages: French (native) · Advanced professional English - Linguaskill Business C1 certification