DANIEL AINOKO

Senior Mobile Engineer · Flutter & Dart

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SUMMARY

Senior Flutter and Dart engineer with 4+ years building production mobile applications across iOS and Android. Most recently led mobile engineering at a major Nigerian telecom operator, owning the entire mobile platform from architecture through production release. Strong in clean architecture, automated testing, CI/CD, and OTA delivery, with shipping experience across telecom, fintech, and enterprise software.

SKILLS

Languages & Frameworks: Dart, Flutter, JavaScript, HTML, CSS

Architecture: Clean Architecture, MVVM, SOLID, Modular Design

State Management: Riverpod, BLoC, Provider, GetX

Backend & APIs: REST APIs, Firebase, Supabase, WebSockets

Testing: Unit, Widget, Integration Testing, TDD

DevOps & Tooling: GitHub Actions (CI/CD), Shorebird OTA, Fastlane, Git

Methodology: Agile, Scrum, Code Review, JIRA

EXPERIENCE

Lead Mobile Engineer — 9mobile | Lagos, Nigeria (Headquarters) *Mar 2025 – May 2026*

- Owned end-to-end mobile platform development at 9mobile, one of Nigeria's four major telecom operators, across iOS and Android.
- Architected features from product spec through to production release on App Store and Play Store, collaborating with backend, QA, and product.
- Built and maintained CI/CD pipelines on GitHub Actions, standardising release flow across both platforms and removing manual release overhead.
- Integrated Shorebird OTA to push critical fixes within hours, bypassing standard store review delays for time-sensitive issues.
- Optimised performance for low-end Android devices common across the Nigerian subscriber base — improved startup time, reduced memory footprint, and tightened battery usage.
- Established mobile coding standards, review practices, and architectural decisions used across all subsequent feature work.

Lead Mobile Engineer — BlackCountry | Remote *Aug 2024 – Mar 2025*

- Led mobile architecture and key system design decisions across the product, balancing scalability with delivery speed.
- Built and maintained automated testing frameworks (unit, widget, integration), catching regressions before they reached production.
- Conducted peer code reviews to uphold quality and transfer knowledge across the engineering team.
- Designed feature architectures with cross-functional input from product, design, and backend.

Mobile Engineer — Methrex | Lagos, Nigeria *Mar 2023 – Aug 2023*

- Developed and maintained iOS and Android mobile applications.
- Debugged complex production issues using Xcode Instruments and Android Studio Logcat.
- Contributed to sprint planning and cross-functional delivery cycles.

Frontend Developer — Aptech Computer Education | Nigeria *Sep 2021 – Oct 2022*

- Built responsive web applications using HTML, CSS, JavaScript, and jQuery.
- Applied performance optimisation techniques to improve page load times.

CONCURRENT CONTRACT & FREELANCE ENGINEERING

Alongside the full-time roles above, delivered short-term contract and freelance mobile engagements for multiple clients between Mar 2024 and Jun 2025:

Mobile Developer (Part-time) — Storipod | Remote *Apr 2024 – Jun 2025*

- Built core product features that directly influenced engagement and retention metrics.
- Integrated REST APIs for real-time data exchange between mobile clients and backend services.
- Implemented pixel-accurate UI in close collaboration with designers, ensuring fidelity to design specs.
- Applied secure storage and authentication best practices to protect sensitive user data.

Mobile Engineer (Contract) — MAKVID Integrated Solutions Ltd | Lagos, Nigeria *Jan 2025 – Jun 2025*

- Delivered a complete iOS and Android application end-to-end for client deployment.
- Profiled and optimised application performance using platform tooling to identify and fix bottlenecks.
- Integrated third-party APIs to extend application functionality and connect to external services.

Mobile Engineer — Ivav Solutions | Lagos, Nigeria *Mar 2024 – Aug 2024*

- Built e-learning features used by active students, enabling mobile-first course access.
- Integrated third-party APIs and collaborated across designers, developers, and QA in delivery cycles.
- Operated within Agile/Scrum: sprint planning, standups, and retrospectives.

Mobile Engineer (Freelance) — Brave Minds Together | New York, USA (Remote) *Aug 2024 – Sep 2024*

- Shipped iOS and Android features in a fully remote, distributed engineering setup.
- Triaged crash reports and resolved production issues quickly to minimise user impact.

Mobile Developer (Contract) — Rock-Scan | New York, USA (Remote) *Mar 2024 – Apr 2024*

- Implemented AI-powered features inside the mobile app via third-party AI APIs.
- Built supporting interfaces to bridge mobile and browser-side functionality.

EDUCATION

Lincoln University College — Bachelor of Science, Information Technology

APTECH Computer Education — Higher National Diploma, Computer Software Engineering