

Abdelrahman Shehata

Senior Flutter Engineer · Mobile Payments, FinTech & AI

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abdoshehata.work · github.com/abdelrahman-shehata99 · linkedin.com/in/abdelrahman-shehata · pub.dev/packages/vocra_flutter

SUMMARY

Flutter engineer with six years of production mobile work. I currently build **iStoria**, an English-learning platform with **5M+ users** across Saudi Arabia and the Gulf (**1M+ Play Store installs**, **4.7★ from 30.8K reviews**; **4.6★ on the App Store**), where I own app performance, Arabic/English localization and the subscription and in-app purchase layer. Before that I built **payment, wallet and lending features** for client products: card gateway integration, 3-D Secure, tokenized cards, idempotent charges and KYC onboarding, with the device-integrity and secure-storage work money apps require. Alongside this I led a mobile team of four to six Flutter developers at a software house, setting the standards their client apps were built to. I also publish **vocra_flutter** on pub.dev, a real-time voice AI package for Flutter.

EXPERIENCE

Lead Flutter Developer — iStoria

Full-time · Jan 2025 – Present · Riyadh, Saudi Arabia (Remote) · [App Store](#) · [Google Play](#)

- Own the Flutter codebase behind a consumer education app with **5M+ registered users** on iOS and Android, most of them in Saudi Arabia and the wider Gulf.
- Run the **subscription and in-app purchase layer** across StoreKit and Google Play Billing: paywalls, entitlement checks, server-side receipt validation, renewals, restores and grace periods, so a failed charge never locks a paying user out of content they already bought.
- Cut jank on the reading and story screens by profiling in DevTools, trimming rebuilds with *const* widgets and RepaintBoundary, and moving audio and text processing off the UI isolate.
- Built a shared component and animation library that replaced one-off screen code, so new features start from the design system instead of rebuilding the basics each time.
- Integrated AI model endpoints for personalization and recommendations, with caching and fallbacks so the feature degrades quietly when a provider is slow rather than blocking the screen.
- Added unit, widget, integration and golden tests alongside a structured bug-triage process, which brought user-reported issues down **30%**.
- Shipped full Arabic/English localization with RTL layouts, including bidirectional text in mixed-script reading views.

Lead Flutter Developer — Codestien

Part-time, concurrent with iStoria · May 2025 – Feb 2026 · 6th of October, Giza, Egypt

- Led a team of **four to six Flutter developers** across concurrent client projects, owning architecture decisions, code review and release planning.
- Set the mobile engineering standards the team worked to — project structure, state management, review checklist and definition of done — so client apps stayed consistent as developers rotated between them.
- Shipped client apps to the App Store and Google Play, owning the release path from signing and store listings through phased rollout and post-release monitoring.
- Onboarded and mentored developers joining the mobile team, and ran the technical side of scoping conversations with clients.

Mid Flutter Developer — Drop Idea Company

Full-time · May 2022 – Nov 2024 · Istanbul, Turkey (Remote)

- Delivered client mobile products end to end, from architecture and state-management decisions through App Store and Play Store release.
- Built **payment and wallet flows**: card gateway integration, 3-D Secure challenge and redirect handling, saved-card tokenization so no card number ever touched the app, and idempotency keys on every charge so a retry or a dropped connection could not double-bill a customer.
- Shipped **KYC onboarding** with document capture, liveness selfie and identity verification, plus client-side PII redaction so nothing sensitive reached crash reports or analytics.
- Hardened finance screens: biometric step-up before high-value actions, inactivity lock, certificate pinning, root and jailbreak detection, and FLAG_SECURE to block screenshots and app-switcher previews.
- Modeled transactions as explicit state machines reconciled against backend records, so a pending charge resolved correctly even when the app was killed mid-flow.
- Mentored junior developers through code review and pairing, and ran scope and client communication across concurrent engagements, which turned into repeat contracts.

Mid Flutter Developer — B.TECH

Full-time · May 2020 – Feb 2022 · Cairo, Egypt

- Built the logistics and internal-operations app used daily by warehouse and field staff at Egypt's largest consumer electronics retailer, wired into backend inventory and order-management systems.
- Worked on **order, payment and installment-financing flows**, covering payment status tracking, reconciliation against backend records, and failure states clear enough for non-technical staff to act on.
- Designed offline-capable flows with queued writes and efficient API sync, so staff kept working through patchy warehouse connectivity and nothing was lost on reconnect.
- Set up CI/CD pipelines and code-quality gates and improved performance across modules, which made releases routine instead of an event.

OPEN SOURCE & PRODUCTS

[vocra_flutter](#) · published Flutter package · pub.dev verified publisher · MIT · [source](#)

A real-time voice AI layer for Flutter. It orchestrates speech-to-text, an LLM and text-to-speech into a single conversation loop with natural turn-taking and sub-second replies. Half-duplex audio by default, full-duplex with echo cancellation, and a typed provider catalog so a team can swap between Groq, OpenAI, Gemini, xAI, Deepgram and ElevenLabs without touching call-site code. Session policies, interrupt and mute control, transcript aggregation, typed errors and per-turn latency metrics. iOS and Android, running on the user's own API keys so audio and credentials never route through a third party. Published from a multi-package monorepo with a companion demo app.

[abdoshehata.work](#) · portfolio

Project write-ups, engineering notes and contact details. Built with React, TypeScript and Tailwind CSS.

iStoria · iOS & Android · [App Store](#) · [Google Play](#)

Story-based English learning for Arabic speakers. 5M+ users, 1M+ Play Store installs, 4.7★ from 30.8K reviews and 4.6★ on the App Store.

Community packages · github.com/abdelrahman-shehata99

Maintain patched forks of Flutter packages used in shipped work, including *youtube_player_flutter*, *custom_searchable_dropdown* and *intl_phone_number_input*.

TECHNICAL SKILLS

Payments & FinTech: Card gateway integration · 3-D Secure / SCA · Card tokenization and saved cards · Idempotency keys and retry-safe charges · Wallet, installment and BNPL flows · In-app purchases (StoreKit, Google Play Billing) · Subscriptions, entitlements and server-side receipt validation · Minor-unit money arithmetic and multi-currency formatting · Transaction state machines and reconciliation · KYC onboarding (document capture, liveness, ID verification) · Refunds, chargebacks and dispute states

Security, Risk & Compliance: Biometric auth and step-up for high-value actions · Secure storage (Keychain / Keystore, flutter_secure_storage) · SSL and certificate pinning · OAuth 2.0 / OpenID Connect · JWT and silent token refresh · Encryption at rest · Root, jailbreak and emulator detection · Device integrity (Play Integrity, App Attest) · Screenshot and app-switcher blocking (FLAG_SECURE) · PII redaction in logs and crash reports · Code obfuscation (R8 / ProGuard) · PCI-DSS-aware handling · GDPR

Languages: Dart · Java · Swift · JavaScript · SQL · PHP · HTML / CSS

Flutter & Architecture: Flutter · Clean Architecture · MVVM · BLoC / Cubit · Riverpod · Provider · GetX · Dependency injection (get_it) · go_router · Feature-first modularization · Multi-package monorepo layout · Platform channels and native interop · Package publishing and semantic versioning · Design systems and custom animation

Data, Sync & APIs: PowerSync (offline-first SQLite with server sync) · SQLite · Drift · Hive · Offline write queues and conflict resolution · REST · Dio / Retrofit · GraphQL · Retry and backoff · PostgreSQL · Redis · Firebase · AWS S3

Quality, Release & Observability: Unit, widget, integration and golden tests · Mockito · CI/CD (GitHub Actions, Codemagic, Fastlane) · Staged and phased rollouts · Feature flags and remote config · Kill switches on critical flows · DevTools profiling (UI and raster thread, memory, app size) · Sentry · Crashlytics · Firebase Analytics · Mixpanel

Platform & AI Features: Arabic / English localization (intl) · RTL and bidirectional text · Push notifications (FCM) · Deep linking · LLM, STT and TTS integration · Streaming responses · Personalization and recommendation features

Ways of Working: Team leadership and delivery ownership · Mentoring and onboarding engineers · Code review and engineering standards · Technical design docs · Release ownership · Git (GitHub / GitLab) · Jira · Agile / Scrum · Figma handoff · Client and stakeholder communication

EDUCATION & CERTIFICATIONS

BEng, Computer Science — El Shorouk Academy

2018 – 2022, Cairo · Worked full-time as a mobile developer from 2020 while finishing the degree.

Oracle Certified Professional, Java Programmer

Issued 2020

Languages: Arabic (native) · English (professional working proficiency)