

Michael Okpechi

Mobile Application Developer

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PROFILE

Results-driven developer with 3+ years' experience building and scaling iOS, Android, and cross-platform apps using Flutter, Swift, Dart, and Kotlin. Delivered measurable impact, including a 10% increase in user retention at Stroll Socials. Skilled in designing scalable systems that streamline workflows and elevate user experience. Proficient in Agile/Scrum, REST API integration, WebSockets, and Test-Driven Development. Currently pursuing an MSc in Computer Science at Coventry University, specialising in advanced software engineering, AI/ML, and cloud systems. Actively seeking graduate and early-career software engineering opportunities in the UK.

PROFESSIONAL EXPERIENCE

Mobile Application Developer, Stroll Socials 📄 Jan 2025 – Aug 2025 | Remote, Singapore

- Integrated *Daily-Pool* feature, increasing match probability by 10% and improving user retention.
- Built and optimized photo upload system (replace, crop, delete, reorder), raising media interaction rates by 20%.
- Developed and deployed real-time chat and notifications using WebSocket (socket_io_client), achieving 99% delivery reliability.
- Collaborated with Product and QA to release bi-weekly updates, sustaining a 95% sprint delivery rate.

Mobile Application Developer, PressOne Africa 📄 Oct 2024 – Feb 2025 | Lagos, Nigeria

- Designed and launched feedback system (ratings + comments) in Swift iOS app, boosting engagement by 15%.
- Delivered cross-platform consistency by deploying same feature in Kotlin Android app for ~10,000 active users.
- Partnered with UX and Customer Success to improve workflows, increasing actionable feedback submissions by 25%.
- Reduced user friction by 30% through simplified feedback processes across both platforms.

Flutter & Swift Developer, PingTop 📄 Jan 2024 – Sep 2024 | Remote, London

- Engineered iOS call system within Flutter app, improving call success rates by 35% and lowering latency by 20%.
- Integrated CallKit and PushKit, enabling native call UI and seamless iOS call handling.
- Deployed LiveKit for real-time audio/video streaming, maintaining 99.8% connection stability over 10,000+ sessions.
- Bridged Flutter and SwiftUI via method channels, boosting render performance and UI responsiveness by 25%.

Lead Flutter Developer, Landview Jan 2022 – Jan 2024 | Lagos, Nigeria

- Directed development of 10+ core mobile features, improving satisfaction scores by 25% (post-release surveys).
- Coordinated with design, QA, and backend teams to deliver bi-weekly updates, hitting 95% on-time sprint completion.
- Increased app performance by 30% by refactoring legacy code and integrating modern frameworks.
- Supported agile ceremonies and sprint planning, keeping 90% alignment between deliverables and business goals.

RECENT PROJECTS

Study Stats App, by GDSC Babcock 📄

- Collaborated with peers at GDSC Babcock to develop a mobile platform using Flutter and Firebase, improving study accessibility for over 2,500 students on campus.
- Built and optimized features that allowed students to set and track CGPA goals, contributing to a 15% improvement in average academic performance metrics.

Flutter Bootstrap 📄

- Engineered custom shell scripts for Flutter project setups, reducing manual project initialization time by up to 30 hours per project.
- Enhanced developer productivity and consistency by automating repetitive setup tasks across multiple teams and environments.

EDUCATION

Master of Science, Computer Science, Coventry University 📄 Sep 2025 – Present | Coventry, United Kingdom

Focus on software engineering, mobile systems, AI/ML, cloud computing, and cybersecurity, with applied research in modern software development and emerging technologies.

Bachelor of Computer Science, Babcock University 📄 Sep 2020 – Jun 2024 | Ogun, Nigeria

Major in Computer Science

Cumulative GPA: 4.73/5.0; Dean's List 2023-2024

Relevant Coursework: Data Structures and Algorithm, Numerical Methods and Analysis, Operational Research, Artificial Intelligence.

SKILLS

Application Development & Frameworks:

- **Languages & Framework:** Flutter (Dart), React, TypeScript, Node.js
- **Native Development:** Swift (iOS), Kotlin (Android)
- **Frontend & UI:** SwiftUI, Jetpack Compose, React
- **Unit Tests:** flutter test, bloc test, mocktail