N N Dipu Islam

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LinkedIn | GitHub | Portfolio

Flutter Software Engineer with 2+ years of experience building production-grade mobile applications. Experienced in Flutter, Figma-based UI development, BLoC, REST APIs, Dio/HTTP, Firebase, payment integration, Clean Architecture, and performance optimization.

Work Experience

ClassZ Limited — Hong Kong (Remote)
Software Engineer (Flutter) — June 2024 – July 2026

- Built scalable Flutter applications using BLoC, GetIt, Clean Architecture, and SOLID; implemented REST/WebSocket sync, FCM, authentication, and Hive caching.
- Converted Figma designs into responsive Flutter UIs; integrated Stripe payments and role-based scheduling workflows.
- Optimized performance using lazy loading, caching, and **Flutter DevTools**; maintained 90% test coverage with Unit, Widget, and BLoC tests.
- Managed Android/iOS builds and releases via Google Play Console and TestFlight; configured CI/CD and used AI-assisted development tools.

Tecxmate Limited — Taiwan (Remote)
Contractual Software Engineer (Flutter), Part-time — July 2025 – February 2026

- Developed and maintained Flutter applications using layered architecture, Dio/HTTP, Supabase, and reusable components.
- Integrated Stripe payments with webhooks and server-side transaction verification.
- Refactored legacy modules, resolved production issues, and collaborated with stakeholders using Jira/Notion.

Technical Skills

Languages:	Dart, C++
Framework:	Flutter
UI:	Figma, Responsive, Pixel-Perfect UI
Architecture:	BLoC, Clean Architecture, SOLID, OOP
Backend/API:	REST, HTTP, Dio, WebSockets, Node.js, Supabase, MongoDB, SQL
Storage:	Hive, SharedPreferences
Integrations:	Firebase/FCM, Stripe, Maps, Geolocation, OpenAI APIs, Analytics
Testing:	Unit Testing, Widget Testing, BLoC Testing
DevOps/Deployment:	CI/CD, Google Play Console, TestFlight
Tools:	Git/GitHub, Postman, Jira, Notion

Problem Solving

Codeforces: 1221 | **UVa:** 160+ | **LeetCode:** 200+
Participated in 100+ programming contests on AtCoder, VJudge, and Toph.

Notable Projects

ClassZ — Flutter, Node.js [Live]

- Built role-based Parent, Center, and Owner workflows for scheduling, enrollment, payments, and operations.
- Implemented Stripe payments, real-time synchronization, FCM notifications, and approval-based schedule rearrangement.

Crypted — Flutter, Supabase [Live]

- Developed a game-based learning platform with AI quiz generation, database fallback, and scalable media handling.

Lucky Map — Flutter, FastAPI

- Built map/geolocation features with rule-based location evaluation, building categorization, and dynamic ranking.

TailU — Flutter, Supabase

- Developed AI-powered image/video analysis, conversational AI, and analytics dashboards for pet behavior insights.

Education

Mawlana Bhashani Science and Technology University — Dhaka, Bangladesh
B.Sc. (Engg.) in Computer Science and Engineering — February 2019 – June 2024