



# PAUL-ZACK UDAH

**Passport:** A12794316 | **Date of birth:** 19 Jan 1996 | **Place of birth:** Abuja, Nigeria |

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## ABOUT ME

A Graduate of Mechatronics Engineering with hands in Artificial intelligence, Automation, Control system and Dynamic Mobile Application Developer with over 5 years of experience in creating innovative solutions using Flutter. Skilled in optimizing app performance, having improved user engagement by 90% and reduced load times by 50%. Proven track record of leading development teams and mentoring peers, significantly enhancing productivity by up to 70%. Eager to leverage technical expertise to contribute to a forward-thinking company seeking to sponsor graduate talent.

## WORK EXPERIENCE

**HEALTETHER – INDIA, INDIA**

**MOBILE APP DEVELOPER – 20 JAN 2025 – CURRENT**

- Developed a comprehensive mobile application for medical health management, facilitating patient and doctor interactions using Flutter.
- Converted intricate UI/UX designs into an interactive mobile application, ensuring optimal user experience.
- Revamped and optimised app functionality, achieving a 90% increase in speed and user engagement.
- Spearheaded performance optimisations, effectively reducing app load times by 50%.

**JVEC SOLUTIONS – LAGOS, NIGERIA**

**MOBILE APPLICATION DEVELOPER – 1 OCT 2024 – CURRENT**

- Designed and developed cross-platform educational applications utilizing Flutter, enhancing accessibility and learning experiences.
- Led a team of developers, ensuring adherence to code quality standards and maximising project efficiency.
- Revamped and optimised app functionality, leading to a 90% improvement in speed and user engagement.
- Spearheaded performance optimisation initiatives that reduced app load times by 50%.

**TRANSITER – PORTHARCOURT, NIGERIA**

**LEAD MOBILE APPLICATION DEVELOPER – 1 FEB 2023 – CURRENT**

- Engineered a scalable e-hailing application featuring robust authentication, payment gateway integration, and geolocation tracking functions.
- Enhanced user engagement metrics, resulting in a 90% increase in user retention rates.
- Employed Lean methodologies to significantly reduce user drop-off rates by 40%.
- Trained and mentored developers through a structured onboarding process and weekly skill assessments, culminating in a 40% reduction in onboarding time and expedited project ramp-up.
- Conducted thorough code review processes that improved software quality, resulting in the identification and resolution of the top three critical bugs prior to production, thus directly alleviating post-release issues by over 90%.

**FLICKS SOLUTIONS LIMITED – ILORIN**

**Business or Sector** Information and communication

**LEAD MOBILE APPLICATION DEVELOPER – 14 JUN 2023 – CURRENT**

- Developed process automation mobile applications tailored for enterprise clients, enhancing operational efficiency.
- Optimised application performance by 90% through effective state management techniques.
- Trained and mentored a team of developers with a structured onboarding programme and regular skill assessments, resulting in a 40% reduction in onboarding time and improved project ramp-up speed.

- Conceptualised and developed an educational learning mobile application for students, fostering academic engagement.
- Managed the development team and processes, achieving a 70% increase in productivity.
- Conducted rigorous code review processes that bolstered software quality, successfully identifying and resolving the top three critical bugs ahead of production; directly minimising post-release issues by over 80%.

#### **DOSH SERVICES – LAGOS, NIGERIA**

##### **MOBILE APPLICATION DEVELOPER – 1 NOV 2023 – NOV 2024**

- Developed a real-time ride-sharing application leveraging Flutter and Google Maps integration, enhancing user interaction.
- Integrated Socket.IO to achieve a 90% improvement in real-time communication capabilities.
- Revamped the UI/UX, resulting in an 80% increase in user satisfaction.
- Implemented Paystack payment gateway for secure transaction processing, bolstering user trust and ensuring real-time payment updates.
- Championed code review processes that elevated software quality, successfully identifying and resolving the top three critical bugs prior to production, thus reducing post-release issues by over 80%.

#### **TOMATO IT CONSULT – CHINA, CHINA**

##### **FULL STACK FLUTTER MOBILE DEVELOPER – 1 JUL 2023 – 30 SEP 2023**

- Engineered a digital whiteboard canvas using Flutter, catering to modern educational needs.
- Revamped the UI/UX, enhancing user satisfaction by 80%.
- Identified and rectified bottlenecks while enhancing functionality through systematic bug fixes, resulting in an 80% improvement in application efficiency.

#### **NUBIAVILLE LTD – LAGOS, NIGERIA**

##### **MOBILE APPLICATION DEVELOPER – 8 AUG 2022 – 31 MAY 2023**

- Championed code review processes that improved software quality, successfully identifying and addressing the top three critical bugs prior to production, which directly reduced post-release issues by over 40%.
- Integrated an in-app video player across various screen sizes, facilitating an 80% increase in user interaction and satisfaction.
- Incorporated Socket.IO for a 90% enhancement in real-time communication capability.
- Revamped UI/UX, leading to a 90% improvement in user satisfaction.

#### **CITI-SERVE LIMITED – LAGOS, NIGERIA**

##### **SOFTWARE DEVELOPER AND HARDWARE ENGINEER (INTERN) – 14 JUN 2019 – 18 JAN 2020**

- Developed a Java-based account reconciliation system to streamline financial operations.
- Upgraded POS operating systems, achieving a 70% enhancement in performance.
- Provided vital IT support, which resulted in a 75% increase in system efficiency.
- Contributed to resolving internal network issues affecting employee computers and company servers, significantly boosting productivity and efficiency by 85%.

#### **ZACH TECHNOLOGIES INDUSTRIES – ABUJA, NIGERIA**

##### **MOBILE APPLICATION DEVELOPER – 19 JAN 2017 – CURRENT**

### **EDUCATION AND TRAINING**

15 OCT 2015 – 29 SEP 2021 Minna, Nigeria

**B.ENGR** Federal University of Technology Minna

- Artificial Intelligence
- Machine Learning
- MatLab
- Control System
- Research Skills
- Instrumentation and Measurement

- Robotics
- Intelligent system

**Website** <https://futminna.edu.ng/home/> | **Field of study** Mechatronic Engineering | **Final grade** Second Class Lower |

**Level in EQF** EQF level 8 |

**Thesis** Development of an intelligent speed bump detection and speed control system for autonomous vehicles

## ● LANGUAGE SKILLS

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Mother tongue(s): **IDOMA** | **ENGLISH**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
<b>FRENCH</b>	A1	A1	A1	A1	A1
<b>DUTCH</b>	A2	A2	A2		A1
<b>ENGLISH</b>	C2	C2	C2	C2	C2

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

## ● SKILLS

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Microsoft Excel | Microsoft Word | App development: Flutter & Dart, React & React native, | Searching via Internet ( for any kind of Research and especially scientific Research ) | Experience in Building, Debugging, Testing, and Deploying Software in an Enterprise Platform.

## ● HOBBIES AND INTERESTS

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Vidoe game

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Technologies

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Adventures

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Listening to Musics

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