

S. Saeed Hashemi

Senior Android Engineer | Kotlin Multiplatform | Mobile System Design | AI Engineer Associate

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Summary

Senior Android Engineer with 10+ years building and shipping production mobile apps across health, finance, media, mobility, and IoT. Led development of a 40M+ install messaging app and shipped apps serving 1M+ users. Deep expertise in Kotlin, Jetpack Compose, and Kotlin/Compose Multiplatform (KMP/CMP), modular Clean Architecture, and high-performance CI/CD. Known for delivering measurable results, from pushing crash-free rates above 99% and cutting release cycles to under an hour, to steadily growing app ratings and active users.

Technical Skills

Languages: Kotlin, Java, C++, Go, JavaScript/TypeScript, PHP, Shell

Android & UI: Jetpack Compose, Android SDK/NDK, JNI, Android Auto, Material Design, ExoPlayer, Canvas/Custom Views, GLSL/OpenGL

Multiplatform: Kotlin Multiplatform (KMP), Compose Multiplatform (CMP), Flutter

Architecture: Clean Architecture, MVVM, MVI, Modularization, SOLID, OOP/FP, TDD, Design Patterns

Async & Data: Coroutines, Flow, RxJava/RxAndroid, Room, DataStore, Protobuf, SQLite, Realm

Networking: REST, GraphQL, WebSockets, gRPC, WebRTC, RTMP

Hardware/Services: BLE, Camera/Mic/WiFi/GPS APIs, Google APIs, Firebase (FCM, Crashlytics, Analytics), Huawei Mobile Services

DevOps & CI/CD: GitHub Actions, Azure DevOps, GitLab CI, Jenkins, Gradle Convention Plugins, Docker, Fastlane, SonarQube, Firebase App Distribution, Google Play / AppGallery

Backend: Kotlin/Java (Spring Boot/Ktor), PHP/Laravel, Node.js, SQL/NoSQL databases (MySQL, PostgreSQL, MongoDB)

Certifications

Microsoft Certified: Azure AI Engineer Associate — Microsoft

2025

Education

B.Sc. Computer Software Engineering — Islamic Azad University, Najafabad

Sep 2014 – Jul 2018

Teaching Assistant, Linux Workshop (2016)

Languages

Persian (Native) | English (Professional Working) | German (Elementary, A2)

Professional Experience

Af Appsfactory

Senior Android Engineer

Feb 2023 – Present

Leipzig, Germany

- Core developer in building and shipping client apps in Kotlin and Jetpack Compose; introduced Kotlin Multiplatform (KMP) and Compose Multiplatform (CMP) to share business logic and UI across Android and iOS.
- Architected high-performance CI/CD pipelines (GitHub Actions, Azure DevOps) with multi-stage delivery to Firebase App Distribution, AppCenter, and Google Play, reducing full build-test-deploy cycles to under one hour.
- Authored reusable Gradle convention plugins and a modular project template adopted across teams, significantly reducing new-module setup and build times and standardizing configuration agency-wide.
- Expanded automated test coverage (unit, UI, and screenshot tests) and added lint and security gates to CI, catching regressions and dependency conflicts before release.
- Mentored 3 developers through code reviews and pair programming, raising team-wide Android proficiency and onboarding speed.

Key Client Projects & Technical Contributions:

- 🏆 Official fan app for a top Bundesliga football club, built from scratch in Jetpack Compose (Clean Architecture, MVVM + MVI): news feed, fan shop, and a real-time live-match ticker over GraphQL/WebSockets, with ExoPlayer video, push notifications, caching, and multi-SDK analytics. Grew installs from ~60K to 100K+, raised the Play Store rating from 3.7 to 4.8, and held a 98.8% crash-free rate.
- 🏠 Tenant app for a major real-estate company that makes renting easier and more convenient, from rental contracts to service requests; shipped a Kotlin Multiplatform MVP to production (Android + iOS shared business logic) with account authentication, REST verification, and Crashlytics; serving 10K+ users at a 4.1 rating, now migrating to Compose Multiplatform.
- 🏃 Educational sports platform that measures physical activity through IoT/BLE sensors; resolved critical Bluetooth Low Energy stability issues and added structured error logging, raising the crash-free rate from ~70% to 99.5% and cutting BLE data-ingestion latency from ~2 minutes to ~5 seconds.
- 🎧 Live-streaming app for audio, radio, and video content (100K+ users, 4.7 rating); built a Huawei-compatible variant (Huawei Mobile Services, AppGallery deployment), unlocking 5–10% additional Android users.
- ♻️ City waste-management app with interactive maps for bin locations and waste-collection schedules (100K+ users, ~4.0 rating); deprecated legacy libraries and stood up a CI/CD pipeline with AppCenter for automated beta testing.
- 📻 Audio streaming app for a German national public radio broadcaster covering news, culture, and science; built a podcast module and dynamic settings UI with accessibility support and dark/light theming.
- 🏠 Other: BLE Kotlin libraries for Flutter-based smart-device apps; Google Health Connect & Fit prototype with SonarQube quality gates for a nutrition-coaching app.

 **Orchid Pharmed** **Jun 2022 – Feb 2023**
Senior Android Developer *Tehran, Iran*

- Built a business-intelligence monitoring app from scratch in Kotlin and Compose (Clean Architecture, MVVM + MVI, Room, DataStore/Protobuf, Retrofit, WorkManager).
- Migrated the build to Gradle convention plugins for shared configuration across modules and established Azure DevOps CI/CD for automated testing and deployment.

 **Hamrahe Aval (MCI)** **Aug 2020 – Feb 2022**
Android Tech Lead *Tehran, Iran*

- Led a team of 5–8 engineers building a messaging app with 40M+ installs; owned the full lifecycle from concept and design through testing, deployment, and release.
- Drove real-time communication features: integrated WebRTC and RTMP for in-app video calls and built a VOD section with ExoPlayer, IMA/VAST ads, MotionLayout, and custom views.
- Engineered a media-editing component with TextureView and OpenGL; migrated the codebase to AndroidX, Kotlin, Coroutines, and Compose.
- Established fully automated CI/CD with Docker and GitLab CI and ran regular pair-programming sessions to grow the team.

 **Pardazesh Negar Rashin** **Aug 2018 – Aug 2020**
Senior Android Developer *Tehran, Iran*

- Grew user installs from 700K to 1.3M and lifted the store rating from 3.8 to 4.4 through refactoring and redesign.
- Modernized projects to MVVM, AndroidX, Kotlin, RxAndroid, Room, Dagger, and Retrofit; integrated Google Play Billing and multiple payment methods.
- Drove delivery in a Scrum framework with JIRA, partnering with backend teams on API integration.

 **BASA International Co** **Apr 2017 – May 2018**
Android Developer *Isfahan, Iran*

- Built two ride-hailing apps (driver and passenger) with Google Maps SDK, foreground/background services, WebSockets, location services, and custom views.
- Integrated Firebase Cloud Messaging, Crashlytics, and Analytics; published and managed releases via Play Console.

 **Nimcode** **Jan 2015 – Mar 2017**
Full-Stack Developer *Isfahan, Iran*

- Delivered dozens of CLI, desktop, web, and mobile applications across C/C++, Java, PHP, C#, and JavaScript using Spring Boot, Laravel, and Express.
- Worked across SQL and NoSQL databases (MySQL, MS SQL, MongoDB, SQLite) and owned full project lifecycles from build to release.