

Bright Etonam Sunu

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Summary

A mobile engineering expert with 6 years of experience designing and developing user-friendly and fully functional enterprise-level mobile apps for Android and iOS using Flutter. Highly adaptable and skilled in integrating new UI/UX designs into the development process. Demonstrated community leadership as a co-organizer for Flutter Africa and currently a Google Developer Expert in Flutter & Dart. Passionate about building user-centric, enterprise-grade mobile apps that empower businesses and delight users.

Skills

- Programming Languages/Framework: Dart, Flutter, NodeJS, Java, Kotlin, Javascript, Typescript, Sinatra, SwiftUI
- Software Development Tools: Git, GitLab, Bitbucket, Jira, Confluence, Trello
- Cloud Computing: AWS, GCP, Azure, Heroku, Railway
- Databases: SQL, NoSQL
- Agile Development: Scrum, Kanban
- UI/UX Design: Figma, Sketch, Adobe XD
- Leadership: Teamwork, communication, problem-solving, mentorship

Work Experience

Senior Mobile Engineer, Spry Limited (*Fintech*)

Accra, Ghana (remote)

December 2021–Present

- Successfully implemented UI designs and collaborated closely with product and project managers to deliver features to a user base of over 200,000, directly impacting core business values.
- Contribute to the development of new products that have increased the user base from 110,000 to 240,000, driving business growth.
- Review pull requests from team members and provide technical guidance to ensure features align with business goals.
- Create comprehensive specifications, and plans, and perform coding, testing, and debugging processes.
- Leverage expertise in Flutter development to enhance and maintain the [Achieve mobile app](#) for a rapidly expanding user base of over 80,000.

Senior Mobile Engineer, Bethniel Finance Technology (*Fintech*)

Accra, Ghana (remote)

January 2020– September 2023

- Worked on the first MVP of the [Bethniel finance app](#) previously called the African Observation (AO) app which attracted over 4000 user installs and usage.
- Revamp and rebranded the African Observation (AO) app to [Bethniel finance app](#) while introducing new exciting features such as Financial experts, communities, finance tools, etc.
- Led a team of 3 engineers to implement new features like group savings, investments, etc.

Senior Mobile Engineer, CowTribe (*AgricTech*)

Accra, Ghana (remote)

April 2022– December 2023

- Collaborate with the Chief Technical Officer to create and sustain internal applications and mobile apps, [Zhulia](#) and Shepherd, for over 10,000 farms located in the Northern regions of Ghana.
- Accountable for identifying and resolving any bugs reported in the apps through rigorous testing and debugging.

Software Associate, Ghana Tech Lab (*NGO*)

Accra, Ghana

October 2019–January 2023

- Effectively developed, implemented and maintained the [PaSE mobile app](#), serving over 100,000 trainees, startups, and interns as an e-learning, incubation, and internship platform.
- Collaborated as a member of a cross-functional team of 5 to introduce learning and development opportunities within the organization.
- Successfully improved performance and memory usage by 20% by rewriting and streamlining internal tools through caching and load balancing.
- Demonstrated leadership by mentoring 2 startups during incubation and serving as a technical consultant to an additional 3 startups during acceleration.
- Created a comprehensive Flutter curriculum for the training program, training over 1,000 trainees across Ghana and recorded 40 hours of training videos on Flutter app development for 2,500 PaSE Online trainees across Africa.
- Successfully built a desktop video player version of the [PaSE Online mobile app](#) with Flutter to aid trainees in easily watching the training videos on their laptops.

Senior Mobile Engineer, Goo Technologies (*Transport & Logistics*)

Accra, Ghana (remote)

April 2020–December 2021 (part-time)

- Utilized Flutter to create and maintain the [WeGoo User app](#), catering to a rapidly expanding user base of 200+ individuals.
- Implemented Flutter to redesign the [WeGoo Captain's app](#) for use on both Android and iOS devices, resulting in a 25% increase in captain utilization.
- Consistently met all software delivery deadlines and adhered to service-level objectives through thorough testing, coding, and review processes.

Software Engineer, Ecotel Technologies (*Software Agency*)

Achimota, Ghana

May 2018–July 2019 (full-time)

- Successfully designed and developed the [Erranda Drive](#) mobile app utilizing Flutter, resulting in an increase in the user base to over 250.

- Expertly led a team of 3 in the creation and implementation of a highly efficient [HR/Payroll system](#) utilizing Laravel, VueJS, and Flutter. Currently utilised by 3 separate companies

Education

Bachelor of Science (B.S.) in Information Technology
Accra Institute of Technology, Accra Ghana, GH

Awards and Honors

- Google Developer Expert (GDE) in Flutter & Dart ([link](#))
- Swift 5 IOS Application Developer, June 2020 ([link](#))
- Android Developer Nanodegree, March 2019 ([link](#))