Muhammad Ibrar

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Islamabad, Pakistan

SUMMARY

Officially a Flutter developer. Unofficially, the guy who ends up writing the backend nobody asked for. I build the UI you'd expect, then go build the network protocol, ML classifier, or game server underneath it and lately, fix other people's Android bugs too, as a contributor to API Dash (Google Summer of Code).

EXPERIENCE

API Dash (Flutter) – GSoC Organization 2026 – Present
Open Source Contributor Remote

- Contributed to API Dash, an official **Google Summer of Code (GSoC)** organization, by investigating and documenting Android-specific issues
- Root-caused an Android MP3 preview failure tied to `just_audio` localhost cleartext traffic restrictions and documented the fix
- Investigated a native plugin loading crash on Android startup and submitted PRs following Git/GitHub feature-branch and code review workflows, collaborating with maintainers via GitHub and Discord

ITShifts Jan 2026 – Present
Flutter Developer Islamabad, Pakistan (Onsite)

- Worked across several client projects, stepping in wherever the team needed help to hit deadlines without cutting corners on quality
- Teamed up with backend developers in a fast-paced environment and built features under real pressure, **real-time systems, payment integrations, localization, and withdrawal flows**
- Took ownership of complex tasks end-to-end and adapted quickly when project requirements shifted

Apifiny Aug 2025 – Dec 2025
Flutter Developer Islamabad, Pakistan (Onsite)

- Joined the team building an **AI-powered Muslim dating app**, working on onboarding flows and polished, responsive UI in a collaborative setup
- Worked closely with Firebase services Auth, Firestore, Storage, Cloud Functions, and Messaging to keep the app stable and fast
- Helped ship AI-driven features like **face liveness verification**, and jumped in to fix real-world backend and UI issues as they came up

PROJECTS

HalaCareer | *Learning & Workforce Management Platform*

- Designed a complete track/course learning system with course discovery, lesson player, quiz validation, notes, and exam workflows using BLoC architecture
- Integrated secure video streaming via bunny.net, building a dynamic lesson player that seamlessly renders the Bunny player or YouTube player based on backend video sources
- Built company dashboard with employee invitation system (email/link modes), team management, and pending request moderation (approve/reject)

Seyanti | *Three-App On-Demand Service Ecosystem*

- Built three separate apps for customers, agencies, and providers with multi-auth support (Email, Google, OTP, guest) and location-based discovery

- Implemented end-to-end booking with date/time selection, image upload, coupons, wallet top-up via Fawaterak payment gateway, and real-time map tracking
- Delivered in-app chat with text/image/video messaging, push notifications, and full English/Arabic localization across all three roles

Genie | *AI-Powered Muslim Dating App*

- Built multi-step onboarding with animated UI/UX, profile setup, and AI-assisted face liveness verification for account trust
- Implemented real-time messaging with media sharing, voice notes, audio/video calling, and Firebase Analytics for product insights

Penny Pulse | *AI-Powered Expense Tracker*

- Developed a full-stack AI finance app with a FastAPI backend and Flutter frontend, training custom NLP models (TF-IDF, LinearSVC, MultinomialNB) to auto-classify transactions by category and need vs. want
- Built a fintech-style Material 3 dark UI with Riverpod state management, integrating interactive spending breakdowns and budget gauge charts using fl_chart
- Implemented secure auth flow (PBKDF2 hashing, flutter_secure_storage) and structured REST API integration (Dio/Freezed) with SQLite for persistent transaction history

Chronos Drift | *Multiplayer Sci-Fi Roguelike Survivor*

- Built a cross-platform multiplayer survivor game with Flutter and Flame, paired with a self-built authoritative Node.js and TypeScript backend running a 30Hz fixed-tick simulation over Socket.IO
- Implemented full client-side netcode, including prediction, server reconciliation, and snapshot interpolation, to keep remote-player movement smooth under real network latency
- Designed a server-authoritative Chronos Rewind mechanic using a rolling per-player history buffer with cooldown-based time-revert, synced between client UI and backend state
- Engineered performance-critical systems on both ends, including client-side spatial hashing for render culling, object pooling for bullets and enemies, and a custom spatial-hash collision system server-side
- Integrated Supabase for anonymous and Google Sign-In auth, match history, and leaderboards, then deployed the backend in a containerized setup on Fly.io

Aura Mesh | *Offline BLE Mesh Messaging App*

- Built a decentralized, fully offline peer-to-peer chat app for Android in Kotlin, using Bluetooth Low Energy to form a self-organizing multi-device mesh network with zero internet or Wi-Fi dependency
- Designed an AODV-inspired multi-hop routing protocol with RouteRequest, RouteReply, and RouteError packets, using TTL-based hop limits and sequence numbers for reliable message forwarding
- Engineered a custom BLE packet fragmentation and reassembly protocol to work within the 20-byte ATT MTU limit, plus a store-and-forward queue that retries undelivered messages once peers reappear
- Architected the app with MVI and Clean Architecture in Kotlin, using Hilt for dependency injection, Room for persistent storage, and Coroutines with Flow for reactive state management
- Implemented a foreground service to keep BLE scanning and advertising alive in the background, alongside full runtime permission handling across Android 11 through 14

EDUCATION

Virtual University of Pakistan
Bachelor of Science in Computer Science