Harshit Srivastava

Flutter Developer • Android & iOS • 1.5+ years shipping production apps, end-to-end

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SUMMARY

Flutter engineer who has independently owned mobile products from architecture to store release across two companies. Strong in REST API contract design, clean architecture (MVVM), and shipping under real production constraints — crash monitoring, staged rollouts, cross-team API negotiation.

EXPERIENCE

Mobile App Developer — ConceptDash *Jul 2026 – Present*

- Sole Flutter engineer designing and building a cross-platform inventory, sales & purchase management platform with an integrated order portal — owning architecture, development, QA, and release across Android and iOS from zero.
- Designed a modular clean-architecture codebase using GetX, structured for independent feature development and testability as the product scales.
- Own the full release pipeline solo: build signing, versioning, staged rollouts, crash monitoring, and App Store / Play Store submissions.
- Drive REST API contract design directly with the founding engineering team, resolving edge cases pre-release under NDA constraints on product scope.

Mobile App Developer — Lafetch *Mar 2026 – Jul 2026*

- Sole Flutter engineer owning end-to-end delivery — development, QA, release — across Android and iOS for a consumer product that reached 40K+ downloads and 2K+ daily active users.
- Built core revenue-facing features (LF Swipe, Studio, cart, checkout) on a modular GetX-based codebase, from spec to store release.
- Cut UI jank on low-end devices by profiling and eliminating unnecessary widget rebuilds — directly improved perceived performance for the majority of the device base.
- Negotiated API contracts and edge cases with backend pre-release; independently managed build signing, staged rollouts, crash monitoring, and store listings.

SDE Intern — Park+ *Jul 2025 – Feb 2026*

- Built product listing, cart, and checkout flows for a high-traffic consumer app, shipping core revenue-path features in small, tested increments within an Agile/Scrum team.
- Implemented optimistic UI updates to eliminate perceived latency on slow connections, reducing friction on key conversion screens.
- Partnered with backend and QA to define API behavior and edge cases pre-release, catching integration issues before they reached production.

Software Engineer Intern — SocialRise.AI *Nov 2023 – Mar 2024*

- Built reusable Flutter components shared across Android and iOS and translated Figma designs into pixel-accurate screens, reducing unnecessary widget rebuilds to improve scroll and tap responsiveness.

Flutter Developer — Mudslide Creators Hub *Jul 2023 – Nov 2023*

- Took a Flutter app from scratch to live on Google Play Store in 3 months as the sole developer, maintaining a modular, clean-architecture codebase and validating release builds before going live.

PROJECTS

ThoughtOn — *Flutter, Firebase, Firestore*

- Built and shipped a real-time social app end-to-end (auth, live feed, CRUD on posts) using Firebase Auth and Firestore listeners for real-time sync across devices.
- Designed the data model for low-latency reads at scale, structuring Firestore collections to minimize redundant listener triggers.

TECHNICAL SKILLS

Languages: Dart • JavaScript • Python • C++ • Go • Java

Frameworks: Flutter • Node.js • FastAPI

Mobile: Android • iOS • App Store Connect • Play Console • CI/CD

Web & Systems: REST API Design & Governance • Linux/Ubuntu (working familiarity)

Tools & Concepts: Git • GitHub • Postman • Firebase • PostgreSQL • MVVM • Clean Architecture • State Management (GetX, Provider) • Agile • Scrum

EDUCATION

B.Tech, Computer Science — Jaypee University of Information Technology *May 2025*

VOLUNTEERING & LEADERSHIP

TIEDC – E-Cell: Social Media Head & Student Mentor • ACM – JUIT: App Development Team Head • Media & Publicity – JUIT: Member