

ABDALLAH ZAHARAN

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PROFESSIONAL SUMMARY

Detail-oriented and results-driven **Flutter Developer** with a strong foundation in building high-performance, cross-platform mobile applications. Proven ability to develop full-scale e-commerce solutions and interactive applications using **Dart, Firebase, and Provider**. Experienced in integrating secure payment gateways (Stripe) and RESTful APIs. Fast learner with a background in Unity Game Development, bringing a unique perspective on UI/UX and performance optimization.

TECHNICAL SKILLS

- **Languages:** Dart, C#.
- **Frameworks & Libraries:** Flutter, Flutter Web, Unity 3D/2D.
- **State Management:** Provider, Bloc, GetX.
- **Backend & Database:** Firebase (Authentication, Firestore, Cloud Messaging, Storage), REST APIs.
- **Tools & Dev Ops:** Git, GitHub, VS Code, Android Studio, Postman, Stripe API.
- **UI/UX:** Material Design, Cupertino Widgets, Responsive Design, Lottie Animations.

TECHNICAL PROJECTS

Grocery App Store – Full E-Commerce Application

- Developed a comprehensive cross-platform e-commerce app using **Flutter** and **Dart**.
- Implemented **Firebase Authentication** for secure user login and **Cloud Firestore** for real-time product data management.
- Integrated **Stripe PaymentSheet** to handle secure, real-time financial transactions.
- Managed app state using **Provider** to ensure a smooth user experience from product browsing to checkout.
- Designed a responsive UI with features like wishlists, order history, and advanced search filters.

Admin Web Panel (Grocery Management System)

- Built a dedicated web dashboard using **Flutter Web** to manage the Grocery App ecosystem.
- Enabled full **CRUD operations** (Create, Read, Update, Delete), allowing admins to sync inventory changes to the mobile app instantly via Firestore.
- Implemented secure admin-only access and data validation logic.

Hop Dash – 3D Casual Mobile Game

- Developed an engaging 3D mobile game using **Unity** and **C#**, focusing on performance and physics-based gameplay.
- Designed custom swipe controls and a dynamic progression system.
- Integrated **AdMob monetization** (interstitial and rewarded ads) and an in-game shop system.

Character Runner (Family Guy Prototype)

- Created a prototype runner game focusing on character mechanics and animation state machines in Unity.

CERTIFICATES

Flutter Development Diploma | *Route IT Training Center*

- Intensive training covering Flutter architecture, advanced UI, API integration, and clean code principles.

EDUCATION

Bachelor's Degree | *Al-Azhar University*

- Faculty of Fundamentals of Religion | 2019 – 2022

LANGUAGES

- **Arabic:** Native
- **English:** Professional Working Proficiency