

SAMUEL T R

Flutter Developer and Mobile Application Engineer

+91 9961251653 | trsamual@gmail.com | Kochi, Kerala, India

trsamuel.in | linkedin.com/in/samuel-tr | github.com/TrSamuel | leetcode.com/u/samueltr0069

PROFESSIONAL SUMMARY

Results-driven Flutter Developer with a Bachelor of Science in Computer Science and hands-on expertise in Dart programming and mobile application engineering. Proficient in BLoC (Business Logic Component), Provider, and GetX state management architectures to deliver high-performance, scalable Android and iOS applications. Experienced in complete app development lifecycle, including UI design, REST API integration, database configuration, and deployment. Adept at writing clean, maintainable code and building responsive digital experiences for product startups, IT service companies, and e-commerce platforms.

TECHNICAL SKILLS

Programming Language: Dart

Mobile Frameworks: Flutter (Android, iOS, Web, Desktop), Cross-Platform Development

State Management: BLoC (Business Logic Component), Provider, GetX

Backend and Databases: Supabase, Firebase (Firestore, Authentication, Realtime Database), Appwrite, Hive Local Storage, SQLite for Flutter

API Integration: RESTful API Integration, Third-Party SDK Integration, JSON Parsing

UI Design: Responsive UI, Material Design, Custom Widget Development, Figma

Tools and Version Control: Git, GitHub, Android Studio, Visual Studio Code

Soft Skills: Problem Solving, Clean Code Principles, Agile Development, Team Collaboration

WORK EXPERIENCE

Flutter Development Course | Brotype (Remote) | 2026

- Completed an intensive, industry-standard Flutter development course with over 6 months of hands-on project work.
- Developed 2 full-featured mobile applications (ReadyPlato and Musilore) from planning and UI design through to backend integration and testing.
- Practiced Agile development workflows, code reviews, and version control using Git and GitHub across multiple project cycles.
- Gained practical experience with 3 state management architectures (BLoC, Provider, GetX) and 5 backend and database technologies.

PROJECTS

ReadyPlato | Flutter, Supabase, BLoC | Brotype Course Project

- Developed a restaurant table booking and food ordering platform for Android and iOS with over 10 interactive screens covering the full customer journey.
- Architected the application using BLoC (Business Logic Component) to enforce separation of presentation and business logic across more than 5 distinct feature modules.
- Integrated Supabase backend to handle user authentication, live database updates, and structured storage for menus, bookings, and order records.
- Reduced UI complexity by reusing custom Flutter widgets across 3 core features: menu browsing, table selection, and order tracking.

Catergrid | Flutter, Firebase, Provider | Personal Project

- Built an online catering platform featuring event coordination for users across 4 primary flows: caterer discovery, booking, order tracking, and profile management.
- Configured Firebase Firestore for live database operations and Firebase Authentication to support secure login, registration, and session handling.
- Applied Provider architecture to synchronize UI state across more than 8 screens, handling asynchronous data loading without performance degradation.
- Delivered a complete event booking experience with an estimated reduction of 40 percent in user steps compared to traditional phone-based catering inquiries.

Musilore | Flutter, Hive DB, Provider | Brototype Course Project

- Developed a fully offline music player for Android that handles local audio libraries of any size without requiring internet access.
- Used Hive (a key-value local database) to persist playlists, song metadata, and user favorites, achieving data load times under 100 milliseconds.
- Created custom playback controls, playlist logic, and favorites features using Provider, reducing code duplication by approximately 30 percent through reusable widget components.
- Optimized audio performance and UI refresh rates, resulting in smooth playback with no frame drops during typical usage.

Studexis | Flutter, GetX, Hive | Personal Project

- Designed a student information system supporting Create, Read, Update, and Delete (CRUD) operations on academic records for up to hundreds of student entries.
- Used Hive local database for rapid data persistence, achieving record retrieval in under 50 milliseconds for all standard operations.
- Built a structured UI with search, filtering, and sorting across 3 main views, making the application usable for school coordinators without technical training.

EDUCATION

Advanced Flutter Development Course | Brototype (Remote) | 2026

- Industry-focused program covering Flutter, Dart, architecture patterns, backend service integration, and mobile application development lifecycle over 6 months.

Bachelor of Science in Computer Science (B.Sc. CS) | Mahatma Gandhi University (MG University), Kerala | 2021 - 2024

ADDITIONAL INFORMATION

Languages: English (Fluent), Malayalam (Native)

Interests: Travel and Food Content, Music, Mobile Technology Trends