

Arman Laalfam

Senior Full Stack Software Engineer

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PROFESSIONAL EXPERIENCE

Senior Full Stack Software Engineer


2025 Mar – 2025 Dec | Tehran, Iran

Fluxodio (8 months)

- Acted as **technical lead** for two production applications (Tealink, Gerdo), owning architecture decisions across **mobile, backend, and web** layers and reviewing code from a team of 5 engineers.
- Designed and implemented backend services in **C#/.NET** supporting both applications, including **real-time notification service, Chats, Register Events, User Authentication**.
- Built and maintained web-facing features using **React/TypeScript**, ensuring consistent business logic and data contracts across **mobile, web, and backend**.
- Managed the **full release lifecycle** for **iOS and Android**, shipping 4 releases to **Google Play** and the Apple **App Store** with zero rollback incidents.
- **Mentored** 5 engineers on clean code practices and Flutter architecture, raising team code **review pass rate** from **20% to 80%**.

Senior Full Stack Software Engineer


2023 Aug – 2025 Mar | Tehran, Iran

Asanbar (1 year and 6 months) 

- Owned development and stabilization of two **large-scale production** applications (**Driver and Owner platforms**), serving **50,000+** active users.
- **Reduced** application **crash rate** from **87% to 5%** by leading a cross-cutting performance **optimization** initiative, directly improving user retention and app store ratings.
- Designed and shipped **core product features** including **map integration, identity verification, real-time GPS tracking, and payment workflows**, end-to-end from backend to UI.
- Developed and maintained **backend services** in **C#/.NET** supporting the payments and identity-verification APIs, integrated with **PostgreSQL/MariaDB**.
- **Refactored** application **state management architecture**, cutting state-related production bugs by 80%.
- **Implemented native payment** integration directly in Android using **Java/Kotlin** via Flutter **method channels**, bridging native payment SDKs with the Flutter application layer to ensure reliable transaction handling.

Senior Flutter Developer


2022 Mar – 2023 Aug | Tehran, Iran

Commit-m (1 year and 5 months) 

- Founded and **led the mobile engineering** effort for Footballiha, a social sports super-app, growing the Flutter team from **1 to 4 engineers** within two months.
- Architected and delivered core platform features including **real-time chat, video playback and sharing, a digital wallet, and a token-based rewards system**; project was deprioritized when the company shifted strategic focus to another product.
- Built an integrated **in-app shop and leaderboard system**.
- Established **team coding standards** and review processes as the team scaled from a solo effort to a 4-person squad.

Mid-level Flutter Developer

2021 Mar – 2022 Mar | Tehran, Iran

Aaicco (1 year) 

- Developed and launched **Startamin**, the company's first **crowdfunding application**, within 6 months, taking it from concept to **App Store/Play Store release**.
- Implemented **native Android payment** integration in **Java/Kotlin** via **Flutter method channels** for the Startamin app, bridging native payment SDKs with the Flutter layer to enable secure transaction processing.
- Built **Sabad360 (investment management)** and **Time's Up (2D board game with animations)**, covering UI implementation, state management, and API integration.
- Promoted to **Flutter mentor**; trained an intern into a junior developer meeting production-readiness standards within 2 months.

Junior Flutter Developer

2020 Dec – 2021 Mar | Tehran, Iran

Varknow (3 months)

- Promoted from intern to Junior Developer after 3 months and delivered two production apps: Sutpe (Sharif University hall booking and competition platform) and Shenaz (dating app).

- Implemented core user-facing features including booking flows, competition registration, and results display.

Intern Flutter Developer

2020 Sep – 2020 Dec | Tehran, Iran

Varknow (3 months)

- Built Doctora, a medication and prescription management app, as an internship capstone project under senior mentorship.
- Learned production Flutter development practices including state management, API integration, and UI testing fundamentals.


SKILLS

- **Mobile Development:** Flutter, Dart, Native Android (Java/Kotlin), Mobile Performance Optimization
- **Flutter Ecosystem:** State Management (Provider, BLoC, GetX), Navigation (GoRouter, AutoRoute, VRouter), Local Storage (Hive, SQLite, Shared Preferences), Testing (Unit, Widget, Integration, Golden Tests)
- **Backend Development:** C# (.NET 8/9), ASP.NET Core, Entity Framework Core, RESTful APIs, Authentication & Authorization (JWT/OAuth)
- **Frontend Development:** React, JavaScript (ES6+), TypeScript, HTML5, CSS3, Responsive Web Design
- **Software Architecture & Design:** Clean Architecture, MVVM, Domain-Driven Design (DDD), SOLID Principles, Design Patterns, Scalable System Design
- **Software Engineering Practices:** Test-Driven Development (TDD), Code Reviews, Refactoring, Git & GitFlow, CI/CD Pipelines
- **Database Development:** PostgreSQL, MariaDB, Microsoft SQL Server, Database Design & Normalization, Query Optimization & Indexing
- **API & Integration:** RESTful APIs, Swagger / OpenAPI, Postman, WebSockets
- **Project Management & Agile Delivery:** Agile, Scrum, Kanban, Jira, Trello
- **Monitoring & Observability:** Sentry, Firebase Crashlytics, Firebase Analytics, Metrix, WebEngage

EDUCATION

Bachelor of Computer Science

2012 Sep – 2018 Sep | Tehran, Iran

Tehran university 

- **Term 1 – 2D Chess (Java, Swing/AWT)** Built a fully functional 2D Chess game for Windows in Java using Swing and AWT, implementing complete game rules, piece movement logic, and turn-based gameplay.
- **Term 2 – 2D Othello (Java, Swing/AWT)** Built a 2D Othello board game for Windows in Java using Swing and AWT, implementing board state management and flip logic across an 8x8 grid.
- **Pathfinding Board Game (Java, AI/Search Algorithms)** Designed and implemented a board game simulating a robot navigating from source to destination, building and benchmarking three shortest-path algorithms — A*, IDA*, and Dijkstra — across three independent versions and comparing their performance in terms of speed and path optimality.
- **SMS Spam Detection Android App (AI & Data Mining)** Built an Android application for SMS spam detection as part of the AI and Data Mining course, applying classification techniques to distinguish spam from legitimate messages.
- **Tech Stack Advisor Android App** Built an Android application to assist technical leads in selecting the most suitable programming language and technology stack for a given project, based on project requirements and constraints.

LANGUAGES

English — Proficient
B2

Persian — Native/Bilingual

INTERESTS

AI — AI Engineering, Machine Learning | **Sports** — Basketball coach Certificate • TRX coach Certificate