
Samuel Kow Paintsil

Fullstack/Mobile Developer

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PROFESSIONAL SUMMARY

Experienced full-stack/mobile developer with a proven track record of building high-quality applications using various technologies. Skilled in Flutter, Firebase, Nodejs, Express, Reactjs, and more. Strong problem-solving and collaboration skills, focusing on delivering value to end users.

WORK/VOLUNTEER EXPERIENCE

Lead Flutter Developer, Confinity.ai (Contract)

June 2023 - July 2023

Technology Stack: Flutter, Firebase, Google Cloud, Nodejs with Typescript and Express.

- Integrated OpenAI's GPT-4 Conversation API, enriching user interactions and engagement within the Confinity.ai Flutter application.
- Engineered a user-invitation feature, fostering community growth and enhanced coin-sharing among users.
- Designed a coin-based system, enabling users to unlock premium features like uploading albums, and memoirs, and recording end-of-life wishes.
- Implemented Stripe payment integration, facilitating seamless transactions for users to purchase coins.
- Incorporated SendGrid for automated email notifications, boosting user engagement and connectivity following invitations from existing users.

Lead Software Engineer, Xminger Advertising (National Service)

October 2022 - September 2023

Technology Stack: Flutter, Firebase, Google Cloud, Nodejs with Typescript and Express.

- Developed a feature for marketers to generate and send detailed PDFs to customers, including billboard images, details, and map coordinates, improving customer engagement to 85%.
- Adhered to clean architecture principles in software development, facilitating easy onboarding for other developers.
- Incorporated a tracking feature for managers to monitor employee activity and status, promoting better workforce management.

Lead Software Engineer, Xminger Advertising (Contract)

August 2022 - March 2023

Technology Stack: Flutter, Firebase, Google Cloud, Nodejs with Typescript and Express.

- Implemented a Google Cloud Functions-based scheduler that tracks invoice lifecycle with precision, effectively marking billboards as available upon invoice expiration, and seamlessly notifying stakeholders. This solution elevated project management to unprecedented levels, ensuring seamless operations and boosting team productivity by 25%.
- Engineered an algorithm to automatically calculate PAYE for all employees, reducing the workload for accountants by 10%.

Lead Software Engineer, Flip Delivery (Contract)

September 2021 - November 2022

Technology Stack: Flutter, Firebase, Google Cloud, Nodejs with Typescript and Express.

- Developed two mobile applications using Flutter and clean architecture principles.
- Built an API with Typescript and Nodejs to serve businesses using Flip Delivery's services.
- Developed a web portal that interacted with Firestore to provide administrators with real-time data and insights.
- Implemented Google Maps API and other Google Cloud services for real-time location tracking.

Software Developer, CUBE Robotics Limited (Full-Time)

February 2018 - November 2022

Technology Stack: Flutter, Firebase, Google Cloud, Nodejs with Typescript and Express.

- Developed mobile applications using Flutter and clean architecture principles.
- Worked on various mobile projects, ensuring high-quality code and user experiences.

Lead React Developer, FHL Energy Gems (Contract)

December 2020 - June 2022

Technology Stack: Reactjs, Django, Stripe, PostgreSQL.

- Built a fully functional eCommerce web application using Reactjs, Django, Stripe, and PostgreSQL.
- Implemented logic to handle API calls for data and chat functionalities with Firebase Firestore.
- Implemented Redux logic for state management and Framer Motion for UI animations.
- Implemented responsive styling using MaterialUI.

Game Developer, Kumasi Hive (Internship)

September 2021 - November 2021

Technology Stack: Unity, Mirror, C#

- Led a team of four to develop a local multiplayer mobile game using Unity and Mirror.
- Implemented LAN multiplayer feature with Mirror in the Unity engine.
- Employed various optimization techniques to ensure decent performance on mobile devices

EDUCATION AND CERTIFICATES

EDUCATION

B.Sc. in Computer Science

Kwame Nkrumah University of Science and Technology

Graduation Date - October 2022

Fullstack Development, Nanodegree

Udacity & ALX-T

Graduation Date - August 2022

Game Design And Development Specialization

Michigan State University on Coursera

Graduation Date - August 2020

CERTIFICATES

Nanodegree, Fullstack Development

By Udacity

<https://graduation.udacity.com/confirm/KDPCASGK>

Introduction To Game Development

by Michigan State University on Coursera

<https://www.coursera.org/account/accomplishments/certificate/XDQMZHWEYMU4>

Principles Of Game Design

by Michigan State University on Coursera

<https://www.coursera.org/account/accomplishments/certificate/N859X64QBA6P>

Business Of Games and Entrepreneurship

by Michigan State University on Coursera

<https://www.coursera.org/account/accomplishments/certificate/SKLUF9N3J2BW>

Game Development for Modern Platforms

by Michigan State University on Coursera

<https://www.coursera.org/account/accomplishments/certificate/97L7TB3VHX5B>

Game Design And Development Capstone
by Michigan State University on Coursera

<https://www.coursera.org/account/accomplishments/certificate/E75WQU6YT59Q>

Game Design And Development Specialization
By Michigan State University on Coursera

<https://www.coursera.org/account/accomplishments/specialization/certificate/STLA8CV28BKA>

TECHNICAL SKILLS

Programming Languages & Frameworks

-C#,Typescript, C++

-Nodejs, Express, Flutter, Reactjs, Nextjs

MongoDB, MySQL, PostgreSQL, Firestore

(Studying): Game Development with Unity