

# Praharsh Bhatt

[LinkedIn: praharshnbhatt](#) • [Github: praharshbhatt](#)

---

## HIGHLIGHTS OF QUALIFICATIONS

- 6 years of experience in Mobile App Development.
- 5 years of experience in Google's Flutter (Dart).
- Solid background in Mobile app development, Flutter, Firebase, Project management.
- Led the Mobile development of Junglee Rummy, which went on to gain 30 Million Installs.
- 10 Million installs in my Personal voice assistant apps, the second most popular voice assistant AI app in Play Store.
- Produced demanded Flutter courses on [my Youtube channel](#).
- Boosted company sales by 30% within a 10 month period by developing new features in the mobile app for the Singapore-based EdTech startup Kinderpass Pvt Ltd.

## SKILLS AND EXPERIENCE

### Languages, Frameworks and Technical Skills

- Flutter: Dart, Bloc, Provider, Plugin development, Mobile development
- Android: Java, Kotlin
- Backend: Firebase, GCP, Amplify
- Web: HTML and CSS, React, Gatsby, Tailwind
- ML: Python, AI, OpenCV, Tensorflow
- Linux: KDE, Ubuntu, Debian, bashrc, and yes, I use VIM btw.
- AWS: Cognito, MongoDB, codecommit
- VCS: github, bitbucket, gitlab

### Management

- Managed a team of 4 Software engineers, 2 Designers and 1 draftsman and 1 BA.

## EMPLOYMENT HISTORY

### Lead Flutter Mobile Developer

Nov 2021 – Present (Remote)

Sparrow connected, Canada

- Developed mobile application for Internal Communications company using **Flutter 3.7**.
- Used **Provider** for State management, **GetX** for dependency injection and Rest APIs to communicate with the server.
- Developed whitelabels for **47 customers** using Flavors in Flutter.
- Developed unit tests, Integration tests and CI/CD deployment pipelines using fastlane to publish to Appstores.

### Flutter Mobile Developer SDE II

Jan 2021 – Nov 2021

Junglee Games, India

- Developed the Junglee Rummy Mobile Game in Flutter for Android and iOS in Flutter.
- User **Riverpod** for state management and **websockets** for realtime in game updates.
- Junglee Rummy became the most popular Gambling game in the World with more than **10 Million active users**.
- Supported the company by making the app scalable, and the main tech stack was Flutter, Unity, Websockets, Firebase, MongoDB.

## Flutter Developer

Jan 2020 – Jan 2021

Kinderpass Pvt Ltd, Singapore

- Managed the entire Flutter codebase for Kinderpass, a child health and development company.
- User **Bloc** and **Rest APIs** to manage state management and backend calls respectively.
- Delivered highly scalable solutions for hosting live video sessions for parents around the world and brought the cost down by 100%.
- Helped the Apps to grow from 10,000 monthly active users to 500,000+ monthly active users organically.

## Founder and Lead Developer

Jan 2015 – Jan 2020

Multiverse Software (OPC) PVT Ltd, India

- Founded own Mobile app design and Development Company.
- Served as project manager, lead developer, and/or team member on 30+ development projects.
- Led the team of designers and 7 developers offering 2 years of experience managing multimillion-dollar, mission-critical projects.

## EDUCATION HISTORY

### Post Graduate in Artificial Intelligence

2022

Durham college, Canada

4.78 GPA

### B Tech. in Computer Engineering

2016

Gandhinagar Institute Technology (Gujarat Tech University), India

(Equivalent to a 3-year Diploma in Computer Engineering, as determined by World Education Services, Toronto, ON)

## PROJECTS

### Junglee Rummy, Junglee Games

- Led the development of the most popular Rummy game- Junglee Rummy in 2021.
- Junglee Rummy went on to gain **30 Million users** globally.
- Developed login, profile, cash, IAP and help section of the app in Google's Flutter in the first quarter.
- These screens saw a daily reach of more than 10 Million users. I also developed different variations of these screens for better user research.

### HealStation Foundation (Non-Profit)

- Helped the State government of Bihar and NGOs to totally disrupt their traditional slow and tiring process of screening over 1,00,000 potential patients from door to door.
- I made a set of Android, iOS, web apps in Flutter, which would display a highly aggregated view of all the millions of patients.
- Simplified the workflow by providing solutions that completed the whole process in a matter of a few days.
- Delivered effective tools for Data mining and analyzing campaign performance at no additional cost.
- This made the whole process faster by 250% and unmeasurably easier.
- This led to the treatment of over 10,000 mental health patients in rural India, just in the first year alone.

- These Android and iOS made in Flutter worked in rural India, where Internet connection is not always enabled, with the smart offline caching, so that the apps work in remote areas with bad connectivity.
- NGOs that used our apps could know the actual number of patients that were successfully recovered.
- HealStation Foundation won first place in Startup India and received funding from the government for the impact caused by the Mobile Apps.

### **Extreme Personal Voice Assistant**

- The second most popular voice Assistant app on Google's Android Play Store after Google Assistant.
- Selected for Google's Made in India initiative in August 2017.
- It currently has more than 1 Million active users.
- Nominated for GMASA Awards 2017, third runner up for the best productivity app after Vodafone and Xender.
- Helped users to dictate highly complex commands to their phone, and delivered high performance, and accurate results to their search queries.

### REFERENCES AVAILABLE UPON REQUEST

Chris Izquierdo (Employer)  
Founder and CEO, Sparrow Connected, Canada

Sumedha Khoche (Employer)  
Founder and CEO,  
Kinderpass Pvt Ltd, Singapore

Snehal Joshi (Client)  
Founder,  
HealStation Foundation (Nonprofit)

### LINKS

- LinkedIn: [Praharsh Bhatt - SDE II Mobile App Developer - Jungle Games](#)
- GitHub: [praharshbhatt \(Praharsh Bhatt\) · GitHub](#)
- Client Apps: [Client Apps](#)
- Personal Apps: [Our Apps](#)
- Design Work: [Praharsh Bhatt](#)