



Pratik Butani

Engineering Lead - Mobile

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SKILLS

Mobile Development

Flutter, Dart, Android (Kotlin, Java), iOS fundamentals (Swift), Platform Channels, Cross-platform architecture, Performance optimization

Architecture & Patterns

MVVM, MVI, Clean Architecture, Modular architecture, SOLID principles, Scalable app design

Databases

SQLite, Supabase, Firebase Realtime Database & Firestore, Offline-first architecture, Data synchronisation strategies

AI & Automation

OpenAI APIs, Prompt engineering, AI-assisted development workflows, Internal GPT tools, Automation for sales and productivity, Antigravity, Claude, Cursor, Trae, Manus, Google AI Studio, Granola, NotebookLM, Google Stitch, Grok, AI-driven product improvements

APIs & Integrations

REST APIs, WebSockets, GraphQL, Third-party SDK integrations, Payment gateway integration, Bruno, Postman, Swagger

Analytics & Monitoring

Sentry, Segment, UXCam, Firebase Analytics, AppsFlyer, Crashlytics, Performance Monitoring, User behaviour tracking, Logging and debugging strategies

Tools

SUMMARY

About Me:

- **Engineering Lead** with 12+ years of experience building and scaling mobile applications across **Flutter and Android**.
- Currently leading a 20-member mobile team, driving architecture, delivery, process improvements, and technical excellence across multiple parallel projects.
- Strong expertise in scalable mobile architecture, cross-platform development, performance optimisation, and modern engineering practices using Flutter, Kotlin, and Java.
- Beyond engineering, actively involved in AI-assisted development workflows, pre-sales collaboration, and solutioning to improve delivery efficiency and business alignment.
- Known for a people-first leadership style with strong ownership, execution, and focus on building scalable systems and high-performing teams.

Key Accomplishment:

- 60K+ reputation on **Stack Overflow**, ranked among the top contributors in Gujarat
- Delivered 15+ technical talks on Flutter, Android, and AI productivity
- Contributed to AI adoption initiatives and internal AI learning programs
- Hackathon winner at **Flutter Puzzle Challenge** organised by Flutter Community
- Active community leader, mentor, and organiser through GDG and developer initiatives
- Built and delivered scalable mobile applications across multiple domains and platforms
- Actively contributing to the developer ecosystem as **Marketing & Communication Lead at GDG Cloud Rajkot**, driving community initiatives, events, and technical engagement.

WORK EXPERIENCE

Engineering Lead

Aug 2020 – Present

7Span

- Lead a **20-member mobile team (Flutter & Android)** under the Dash division.
- Architected and delivered 10+ production-grade apps with strong emphasis on scalability and performance.
- Introduced **AI-assisted development tools (Gemini CLI, OpenAI)** to streamline code generation and testing.
- Designed and enforced internal **process frameworks** for estimation, code review, and delivery planning.
- Collaborated with leadership and BD team to **position 7Span Mobile Team publicly** via blogs, Upwork, and case studies.
- Hosted and mentored **Talking Tales (Public Speaking Club)** and **The Turing Tribe (AI/ML Learning Club)** within 7Span.
- Spearheaded community events as **Marketing & Communication Lead at GDG Cloud Rajkot**, managing 500+ attendees per event.

Team Lead

Sep 2018 – July 2020

Soham ERP Solutions Pvt. Ltd.

- Led the **Pharma IT mobile team**, managing Android & Flutter products end-to-end.
- Designed clean architecture and migrated **legacy Android codebases** to modern frameworks.
- Managed client communications, sprint execution, and delivery cycles.

Sr. Android Developer

Aug 2017 – Aug 2018

iTanic

- Developed scalable Android apps with real-time data sync, live location tracking, and analytics dashboards.
- Mentored junior developers and implemented performance optimization strategies.

Android Developer

Jun 2013 – Aug 2017

Kevalam Software

- Built B2B and B2C apps with focus on stability, offline handling, and user experience.
- Contributed to multiple proof-of-concept apps that enhanced company offerings.

EDUCATION

Master of Computer Application (MCA)

May 2010 – July 2013

Atmiya University

Bachelor of Computer Application (BCA)

June 2007 – July 2010

C. U. Shah College, Wadhwan

Android Studio, Visual Studio Code, GitHub, GitLab, Bitrise, Codemagic, Jira, ClickUp, Trello, Asana, Bitbucket, Figma

CI/CD & DevOps

GitHub Actions, Fastlane, Build automation, Play Store deployment, App Store deployment, Versioning strategies

Soft Skills

Team leadership, Technical mentoring, Stakeholder communication, Client handling, Delivery management, Cross-team collaboration

Firebase

Authentication, Firestore, Realtime DB, Cloud Functions, Push Notifications (FCM), Remote Config

System Design & Scalability

Mobile system design, scalable architecture, performance optimisation, app lifecycle management

Product Thinking

Product mindset, feature prioritization, user-centric development, impact-driven decision making

Pre-sales & Business Collaboration

Pre-sales discussions, solution architecture, client requirement analysis, proposal support, technical estimation

AI-Assisted Development & Prompt Engineering

AI-assisted product development, prompt engineering, rapid MVP prototyping using LLMs, structured prompting techniques, reusable prompt frameworks, code generation workflows, debugging with AI, and automation-first development approaches

PORTFOLIO

DateDish (Dating & Review App)

Role: Product Manager / Project Coordinator

Technology: Flutter, Node.js, Twilio, Socket, Google Maps/Places API, Firebase, Stripe

Contribution:

Led the conversion of an existing Progressive Web App (PWA) into a fully native **Flutter-based dating application**. Defined product requirements, managed cross-functional teams, and ensured feature parity and UX improvements in the new app version.

Key Contributions:

- Drafted complete **PRD and user flow documentation** for Flutter migration.
- Managed authentication and onboarding modules – mobile OTP verification via **Twilio**, password setup, and profile creation with photo uploads.
- Oversaw implementation of location-based discovery ("Around You"), recommendation engine, and messaging flow using **Socket**.
- Defined the **"Dish Receipt"** review workflow – including post-date feedback, ratings, and location tagging via **Google Places API**.
- Coordinated with backend, QA, and design teams for scalable architecture, API readiness, and app store compliance.
- Streamlined subscription flow with **in-app payments (iOS + Android)** and feature gating for premium tiers.
- Ensured adherence to privacy, cookie, and verification policies for user safety and compliance.

Description:

DateDish is a modern dating and feedback application where users can discover matches nearby, chat securely, and review real-life meetups through a post-date rating system called **"Dish Receipt."** The platform focuses on authentic interactions and safety by incorporating user verification, message approval, and trust-based rating metrics. The new version was rebuilt in **Flutter** to enhance performance, maintain a unified design system, and support scalable cross-platform deployment.

Duration:

1.5 years

Zacta

Role: Project Manager & Sr. Flutter Developer

Technology: Flutter, Supabase, Open AI, OneSignal, BLoC, Firebase (for FCM), Dart

Contribution:

Key Responsibilities:

- Led project planning, sprint execution, and team coordination as the Project Manager
- Designed and developed the application in Flutter with multi-flavor setup
- Integrated **Supabase** for authentication, database operations, and row-level security
- Implemented **OpenAI API** to parse scanned receipts into structured expense data
- Built core modules: Notification Center, Group List, User Management, Profile Update
- Managed **OneSignal** integration for push notifications with player ID handling
- Enhanced **form validation**, image upload workflows, and dynamic screen rendering
- Maintained clean architecture with feature-based folder structure and Bloc for state management
- Collaborated closely with UI/UX and backend teams, and facilitated client feedback loops

Description:

- Zacta is a smart expense-sharing application inspired by Splitwise, with advanced features like AI-powered receipt scanning and real-time group expense tracking.

Duration:

6 months

Vepaar

Role: Sr. Software Engineer

Technology: Flutter, Laravel, GraphQL, VueJS, In App Purchase, Firebase Performance, Segment Analytics, FreshChat SDK, UXCam Analytics, Sentry, AppsFlyer, In App Review, Contacts Service, OneSignal

Contribution:

- Responsible for developing the entire App from scratch
- Created a new multi-module feature-based architecture for the Store and CRM App
- Improved App Performance by increasing the frame rate from 20-25 FPS to 60/120 FPS by integrating my new architecture
- Implemented In-App Purchases to manage Subscriptions & purchases of Digital Products
- Integrated 3rd Party SDKs to track User Journey, analyse the data & track API Performance for better business analytics.
- Forked & updated Flutter Libraries to the latest version to customise the code to fit in requirements of the project
- Contributed to improving the legacy code
- Integrated Syncfusion Charts to show the Analytics Dashboard for Store Owners.

Description:

- The Vepaar App is designed to supercharge business owners' online presence.
- It's like having three powerful tools in one pocket-friendly package: Stores, Polls, and CRM.
- It is designed to provide you with the essential tools that allow you to manage your business effortlessly without diving deep into the technicalities.

Duration:

1.5 years

Audio Streaming Platform

Role: Senior Flutter Engineer

Technology: Flutter, NodeJS, Socket, Bluetooth WiFi Connection, Sentry, Firebase, Localization, Audio Player, Split IO, InApp Purchase, Custom Packages for Bluetooth & WiFi,

Contribution:

- Bluetooth-WiFi Integration with Hardware Device: Seamlessly connect and stream through hardware devices using integrated Bluetooth and WiFi capabilities, extending the audio experience beyond traditional platforms.
- Audio Streaming through Custom Library: Employ a custom audio library to ensure high-quality audio streaming, offering a refined listening experience to users.
- MobX Integration: Utilise MobX for state management, showcasing your adaptability and introduction to new technologies in the project's development.
- Comprehensive Project Enhancements: Undertook substantial improvements on an existing project, enhancing its functionality, usability, and overall user experience.
- Notifications: Implemented notifications at various stages, keeping users informed when the user went live.
- Real-Time Live Updates: Stay connected to live events as they happen with real-time updates, allowing listeners to engage with artists in the moment.
- Tip Implementation: Enable users to show appreciation for artists' work by implementing a tipping feature, fostering a direct connection between creators and their supporters.

Description:

- It is the audio platform to hear directly from the artists you love, daily.
- On the platform, artists get their own radio station to broadcast what they want when they want. From talking to tracking, album debuts to venue performances, daily request radio to live production sessions, rehearsals to reviews. Listen to the artists you love to share what they love.

Duration:

2 years