Ismail Amor

Software Engineer

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💼 Professional Experience

04/2025 – Present
Remote

Flutter Software Engineer, *Famedly GmbH* ↗
- Contribute to the development, maintenance, and support of the Famedly TI-Messenger, the first gematik-certified messenger for the German healthcare industry.
- Implement new features and ensure the stability of the secure, cross-platform Flutter application, designed for real-time communication and sensitive data exchange between medical professionals.

01/2023 – 03/2025
Essen, Germany

Flutter Software Engineer, *It-Objects* ↗
- Developing cross-platform applications using Flutter to deliver intuitive, user-friendly, and high-performing solutions tailored to client requirements.
- Leveraging BLoC and other state management solutions, combined with clean architecture principles, to create scalable, maintainable, and well-structured applications.
- Managing local data storage and seamlessly integrating external services via API endpoints to ensure robust, reliable, and efficient app functionality.
- Collaborating closely with designers, developers within an Agile Scrum environment to deliver high-quality applications that meet project objectives and exceed user expectations.

02/2022 – 12/2022
Dortmund, Germany

Web Development (Working Student), *Fraunhofer ISST* ↗
- Developed and maintained web applications using ReactJs.

03/2022 – 06/2022
Remote

UX/UI Design Bootcamp, *The Space Academy* ↗
- Successfully completed a comprehensive UX/UI design bootcamp, mastering fundamentals like research, brainstorming, user mapping, and prototyping.
- Collaborated in a team to execute a rea project, applying concepts from ideation through to the final prototype.

- Designed and delivered a polished project using Figma, demonstrating expertise across all stages of the UX/UI process.

12/2020 – 12/2021
Bochum, Germany

Frontend Development (Working Student), *Ausbildung.de* ⧉
- Focused on frontend development using modern technologies.

04/2019 – 12/2019
Dortmund, Germany

Frontend Development (Working Student),
Isopedia GmbH ⧉
- Worked with HTML5, CSS, and JavaScript for frontend development.

🎓 Education

2016 – 2024
Dortmund, Germany

Bachelor of Engineering, *Fachhochschule Dortmund* ⧉
- Bachelor's in Practical Computer Science

📂 Projects

Task-Flow - Mobile App Design ⧉
Bachelor's Thesis Project – Phase 1
- Conducted brainstorming sessions and gathered user requirements to define the app's functionality and user experience.
- Created detailed prototypes and workflows to visualize app interactions and navigation.
- Delivered a comprehensive mobile app design using Figma, including user interface layouts and a structured workflow.
- Focused on user-centric design principles to ensure intuitive and efficient task management.

Task-Flow - Flutter Mobile App Development ⧉
Bachelor's Thesis Project – Phase 2
- Transformed the Figma design into a fully functional Flutter mobile app, implementing core features like task creation, organization, customizable workflows, reminders, and progress tracking.
- Applied clean architecture principles and integrated state management to create a scalable and maintainable app.
- Conducted testing to ensure the app's functionality aligned with the design and user requirements.
- Delivered a polished prototype that showcased technical expertise and successfully achieved the objectives of the thesis.

Change4Charity - Flutter Mobile App ⧉

- Developed a mobile app as a university project in collaboration with ***Adesso Dortmund***, as part of a four-person team over one semester.
- Built the app from scratch using Flutter, designed to help users reduce bad habits (e.g., smoking, overeating) by tracking their progress and encouraging charitable donations based on their habits.
- Led and contributed to all phases of development, including brainstorming, feature planning, UML and flow diagram creation, and product wireframing in Figma.
- Designed and implemented key features such as habit tracking, donation selection, and progress visualization.
- Focused on creating the iOS version of the app while collaborating with teammates via GitHub to manage code and workflow.
- Presented the completed project to the professor and Adesso Dortmund, showcasing the app's functionality and design.

E-Commerce Shops Development

- Designed and developed Shopify e-commerce stores.
- Customized Shopify themes using Photoshop and Shopify tools.

🧠 Skills

Programming Languages & Tools

- Java, C, C++, C#, Dart
- SAP, Microsoft Office

UI/UX Tools

- Photoshop, Adobe XD, Figma

Mobile App Development

- Flutter, Kotlin

Web Technologies

- HTML5, CSS, JavaScript, React.js, Node.js, Express, Ruby on Rails, Docker

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🌐 Languages

Arabic	● ● ● ● ●	German	● ● ● ● ○
English	● ● ● ● ○	French	● ● ● ● ○

🎮 Interests

Sport (Football) | **Traveling** | **Cooking**