OMARE FARUK

ANDROID DEVELOPER

CONTACT

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PROFESSIONAL SKILLS

Technical

- **Android Ecosystem:** Kotlin, Java, Jetpack Compose, Material Design, Kotlin Coroutines & Flows, Navigation Compose, Android SDK
- **Data & API Integration:** Database (Room, SQL & SQLDelight), REST API (Ktor & Retrofit), Jetpack DataStore
- **Testing & Quality Assurance:** Unit, Integration & End-to-End testing, MockK, Compose UI Testing, JUnit, MockWebServer
- **Design & Architecture:** Clean Architecture, MVVM, Use Cases, Dependency Injection (Koin, Hilt), SOLID Principles, Object-Oriented Programming
- **Web Development:** HTML, CSS, JavaScript, jQuery, Bootstrap, 4D Backend Programming Language, ORDA API
- **Tools & Workflow:** Git, GitHub, Android Studio, Gradle, Jira, Agile / Scrum

EDUCATION

University of Manchester

MSc Research Psychology

BSc Psychology (2:1)

Estio

Level 4 Software Developer Graduate

Hobbies

- Martial Arts
- Reading
- Foreign Languages

SUMMARY

Android Developer specializing in the creation, design and implementation of scalable applications, with a focus on Kotlin and Jetpack Compose. Experienced in developing applications using the Android ecosystem, with a strong eye for detail and focus on quality with testing frameworks such as JUnit and MockWebServer, alongside industry-standard development tools such as Git (GitHub) and Jira.

I have a track record of delivering projects whilst working collaboratively in diverse teams. I take pride in my work and approach challenges with a positive and curious mindset. Currently seeking a new opportunity with a forward-thinking and ambitious Android team.

RELEVANT EXPERIENCE

ANDROID DEVELOPER

STARTUP PROJECT · OFFLINE-FIRST READING APP — January 2026 – Present

- Collaborated with a product manager and designer, building functionality with Kotlin and implementing the designer's visuals in Jetpack Compose.
- Structured the app with Clean Architecture and MVVM, using Dagger Hilt for dependency injection and Retrofit for API requests.
- Built a caching feature with Room so downloaded chapters can be read offline, calling the API only when a chapter has not been saved. Added download indicators that update live, using Kotlin Flows and Jetpack Compose state.
- Stored data in two linked tables (chapters and their sections), using a composite primary key, so re-downloading a chapter updates the existing rows instead of duplicating them.
- Added a "download all" option that reuses the single chapter download logic in a loop, avoiding duplication of the saving code.
- Delivered an accessibility feature allowing users to control text size (Small to Extra Large). The setting is saved with Jetpack DataStore, so it persists between sessions.

SOFTWARE ENGINEER

TAILORED LIMITED — August 2020 – July 2022

- Created and maintained web applications using the 4D programming language, HTML, CSS, SQL and JavaScript, working across Education, Healthcare and Operations projects.
- Implemented MVC architecture, working collaboratively with development and testing teams to deliver bespoke functionality and features for clients.
- Worked in an Agile/Scrum team in two-week sprints, contributing to stand-ups, sprint planning and retrospectives to deliver features to agreed deadlines.
- Debugged applications using Chrome Developer Tools and 4D Studio to help deliver consistent user experience and eliminate bugs in the application.
- Collaborated in a variety of extra roles, including mentoring juniors, manual testing and communicating with clients to help deliver bespoke features within tight deadlines.

MEMBER SERVICE ADVISOR

BUPA — May 2024 – Present

- Supporting Bupa members using communication and problem-solving skills to help navigate complex health insurance queries.