

Contact

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About Me

Experienced mobile app developer who has a track record of success creating apps that are both well-received and commercially viable. Skilled with working as a team and incorporating input into projects. Ability to always look for ways to improve upon an already existing app to keep people downloading it and enjoying it. Flutter is my first love and I have published 2 packages in pub.dev and contributed to several others.

Skills

Flutter : ██████████
Firebase : ██████████
Javascript : ██████████
PHP : ██████████
Unity : ██████████
Python : ██████████
Shell : ██████████

ARJAN ASWAL

Best Project I've worked on :

MeowTube (On Google Play)

A cross-platform video sharing app made with Flutter and Firebase. App has all the rich features such as:

- Dynamic theming
- Google OAuth and email authentication/confirmation
- Dynamic notifications
- Serverless Cloud functions (in js)
- Analytics and crashlytics
- Firestore and advanced database queries
- Optimistic updates
- In-app purchases (app subscriptions) using RevenueCat API
- In-app reviews and in-app updates
- Advance device camera utilization
- Mobile ads integration
- Hot ranking algorithm (similar to Reddit) to sort by trending
- Video trimming, compression and uploading and basic editing
- Worked on FFmpeg library
- Cache management
- Robust State Management through Provider

Education

Baluni Public School

High School Education (2018)

Chandigarh University (BE-CSE)

Bachelor of engineering in Computer Science (2019-2023)

Some other works :

- **Stockfish Chess Engine (for Flutter, on pub.dev):**

Stockfish package is a powerful chess engine for flutter. The current ELO of stockfish crosses the 3000 mark (stronger than the chess grandmasters such as Vishwanathan Anand and Magnus Carlson). The package utilizes NNUE (Efficiently updated Neural Network) and dart ffi for UCI communication and is ridiculously fast. Published on pub.dev.

- **JotPad (on Google Play):**

A note making app which using Google play billing library and RevenueCat API to handle in-app purchases. Also uses Google Drive API for backup. State Management, local storage through shared preferences and hive is also implemented. State management and dynamic theming is also present. Uses flutter port of quill.js for rich text editing.

- **Quill Markdown (on pub.dev):**

While I was creating JotPad and working with quill delta data formats. I found that there was no package that could convert quill delta into Markdown and vice-versa, so I created one.

- **Minesweeper(on Google Play):**

The app has a ridiculously polished UI and obeys all of the design principles. I had so much fun in creating this game in flutter. I mastered the art of state management and performance optimization in this app. You can play with upto 100000 squares in this game!

- **Sudoku(on Google Play):**

Learned the advanced concepts of flutter UI, such as Painter Class etc. The game has in-app purchases, ads and all the features of minesweeper.

- **EmailScraper:**

I know a bit of hacking. One particular area I am very passionate about is Data Mining and Open Source Intelligence (OSINT). Written in Shellscript and Javascript, this script scrapes all the email addresses from several social media sites according to the submitted keywords. Runs on Node.js environment.