

Arlind Metaj

Software Engineer

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ABOUT

Software Engineer with experience designing and delivering high-quality digital products. Known for combining strong engineering fundamentals with a sharp product sensibility — thinking beyond implementation to understand user needs, business goals, and long-term maintainability. Comfortable owning complex problems end-to-end, from early architecture decisions through to production.

EXPERIENCE

Software Engineer — Ritech International AG

June 2024 – Present · Tirana, Albania

- Worked closely with product and operations teams to study, analyse, and validate features before development begins, ensuring solutions are grounded in real business needs and user behaviour.
- Contributed to product discovery and decision-making by evaluating use cases, surfacing edge cases early, and challenging assumptions to reduce rework downstream.
- Translated validated product requirements into clean, maintainable technical implementations delivered across multiple platforms.
- Collaborated with designers to review and refine interfaces, ensuring proposed solutions are both technically sound and aligned with user experience goals.
- Acted as a bridge between engineering and non-engineering stakeholders, making technical trade-offs visible and helping the team move with clarity and confidence.
- Drove feature quality end-to-end — from early scoping and design validation through to implementation, testing, and release.

PROJECTS

PayByPhone — Back Office Rewrite (SouthernCross): Part of the frontend team responsible for rewriting a legacy back office platform. Owned one of the most complex modules (Rates), working closely with Product, Operations, Commercial, and Engineering teams to deliver a technically challenging solution that met client expectations.

PayByPhone — NorthStar: Contributed to the migration of a native app to a Flutter module, involved from the early stages through to successful shipment.

CVP: Built a Flutter module integrated into PayByPhone, one of the world's largest parking applications. Designed for the UK market, enabling customers to pay for MOT, SMR services, and charge their electric vehicles.

Mobile Engineer — Crispy Bacon

June 2022 – June 2024 · Tirana, Albania

- Established Flutter and React Native development standards and code review practices across the engineering team, driving measurable improvements in consistency, quality, and reliability in production.
- Defined state management patterns, navigation architecture, and error handling strategies adopted across the mobile codebase.
- Collaborated with designers and backend engineers to implement user-facing features, owning delivery from technical scoping through to release.
- Led technical planning discussions and shaped implementation approaches for key product features.

PROJECTS

MyCampy 3.0: Flutter hybrid app to manage bikes and components, monitor wear, control EPS electronic gear shifting and track sessions in real time. Worked closely with product and design teams to bring the vision to life. 5/5 Play Store rating · Red Dot Winner 2024.

Cup4You: Flutter app for managing orders and recipes for La Cimbali fully automatic coffee machines. Enables drink customisation, recipe saving, and machine pairing via QR code.

ConTe.it Loans: Flutter app for a 100% digital personal loan platform, simplifying applications through digital signatures and Open Banking integration.

Facile.it: Led the full React Native rewrite of one of Italy's most recognised financial comparison platforms, rebuilding the mobile app from the ground up.

LiuJo: Rebuilt the mobile app for the established Italian fashion brand LiuJo from scratch in React Native, delivering a modernised experience across iOS and Android.

Mobile Engineer — Almotech

July 2021 – June 2022 · Tirana, Albania

- Built and shipped a production application from the ground up, owning the full development lifecycle from requirements gathering through to app store release.
- Worked directly with clients to define project goals, translate business requirements into technical specifications, and align platform features with product vision.
- Managed ongoing maintenance, bug fixing, and iterative feature development across live production applications.
- Operated effectively in a small, fast-paced team, adapting quickly to shifting priorities and contributing across multiple areas of the product.

Software Developer — Rubik Technologies

June 2020 – February 2021 · Tirana, Albania

- Contributed to the development of a mobile e-commerce platform, building out a product booking flow, social features, and a token-based rewards system for merchants and clients.
- Designed and implemented a merchant approval system that controlled product availability based on purchase intent, reducing premature stock conflicts.
- Built a unified dual-role account model, allowing users to seamlessly switch between merchant and client roles within the same session.

SKILLS

Mobile

Flutter, React Native

Architecture & State

Clean Architecture, Vertical Slice, BLoC, Riverpod, Provider, MVVM

Soft Skills

Leadership, Communication, Team collaboration, Problem-solving, Empathy

Tools & Platforms

Firebase, Git, GitLab, Xcode, Android Studio, Figma, Postman, Jira, Bitrise, Fastlane, Sentry, TestFlight, Vite, Webpack, Storybook, Vercel

Frontend

React, Next.js, TypeScript, JavaScript

AI & Developer Tools

Claude Code, GitHub Copilot, Cursor, Codex

Languages

English (Professional), Italian (Professional), Albanian (Native)

EDUCATION

Bachelor in Informatics and Economics 2018 – 2021
Luarasi University

INTERESTS

Product design & UI/UX · Reading — product strategy & technology · Open source & side projects · Product thinking & user behaviour · Architecture & system design