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Mykhail

Flutter Developer

SUMMARY

- Over 5 years of commercial experience in software development
- Experienced have deep knowledge and versatile skills in building cross-platform apps for iOS and Android.
- Proficient in Dart, Kotlin, and Java, Flutter SDK
- Technical toolkit: OOP, Data structures and algorithms, Asynchrony and Isolates, Flutter SDK, MVC, MVP, MVI, Clean Architecture, Provider, Freezed, BLoC, Design patterns, Material Design, Firebase services (Auth, Firestore Realtime Database), Multithreading Principles, REST API, Coroutines, RX, Flame, Flame Audio, Google Analytics/Crashlytics, Flutter Web, Freezed, Swagger Generator.
- Extensive experience in software quality assurance
- Experience includes a variety of projects in different industries such as Social Media, Education and Recruitment Management Systems, and many others.

SKILLS

Main Technical Skills	Dart (5 yr.), Kotlin, Java, Flutter SDK (5 yr.), OOP
Programming Languages	Swift
.NET Platform	ASP.NET Core Framework, Entity Framework, Identity Server
Mobile Frameworks and Libraries	Crashlytics, Kotlin Coroutines
Data Analysis and Visualization Technologies	Apache Hive, Google Analytics
Databases & Management Systems / ORM	Apache Hive, Firebase Realtime Database, PostgreSQL
Collaboration, Task & Issue Tracking	Atlassian Trello, Jira
iOS Libraries and Tools	AVFoundation, UIKit
Methodologies, Paradigms and Patterns	Clean Architecture, Design patterns, Kanban, Scrum, Waterfall
Platforms	Fastlane

UI/UX/Wireframing	Figma
Version Control	Git
Mail / Network Protocols / Data transfer	HTTP, WebSockets
Operating Systems	Linux, macOS, Windows
Project Management & Administration	MVP
QA, Test Automation, Security	Postman
SDK / API and Integrations	RESTful API, Swagger
Other Technical Skills	3D Modelling, Asynchronous system, Audio & Music Production, Bloc, Data Structures, Dio, Facebook Auth, Firebase services, Flutter Web, MVI (Model-View-Intent), Preferences, Provider, Rx js

WORK EXPERIENCE

Flutter developer, Social Network

Duration: Jul 2023 - Dec 2023

Summary: The implemented feature was a part of the kindergarten management system. Its main task was to allow users to create different types of publications and share them with each other. Users can view available publications in the feed, which has a set of different filters and options to search for posts from specific users. When creating a publication, the user can pick the type, upload different types of media, pick other users that should be mentioned in the post, and set content depending on the publication type.

Responsibilities: Development of new features, API integration, code refactoring, design adaptation, feature evaluation Code refactoring, responsive design, feature evaluation, bug fixing, communication, and client input into project tasks

Technologies: Dart/Flutter, BLoC, Freezed, Flutter Web, Swagger Generator

Flutter developer, Winged dash

Duration: Jan 2023 - May 2023

Summary: A flappy bird-like game developed using the Flame game engine based on Flutter. After picking a character out of 3 available, the user must go through a sequence of columns while collecting coins. After the game, the user can save his record into the leaderboard. Also app has background music with volume level controlled from settings.



Responsibilities: development of an application from scratch; setting up the application architecture; setting up plugins; testing on different platforms, external testing (TestFlight); deployment of the application in the Google Play Market; development of new functionality; bug fixing and application support.

Technologies: Dart/Flutter, Flame, Flame Audio, Hive, Google Analytics/Crashlytics, Dependency injection

Flutter developer, Social Network

Duration: Jun 2022 - Dec 2022

Summary: This application allows users to create service accounts by registering or signing in using third-party services like Google and Facebook. After successful authorization user is able to edit his own profile, search & subscribe to other profiles.

Responsibilities: Development of the application from scratch; setting up the architecture and working with user authorization; development of functionality for camera operation and image processing; implementation of design in the project; prioritizing tasks and fixing bugs.

Technologies: Flutter SDK, Freezed, BLoC State Management (flutter_bloc), OAuth 2.0, Dependency Injection (get_it), App Routing (Auto route), Push Notifications, localization, Camera Plugin, Networking via Dio.

Flutter developer, Education

Duration: Feb 2022 - May 2022

Summary: This application allows users to create items that can be saved either to local db or remote db, items from local db can be uploaded to remote db. Users can choose a db to work with and modify an already existing list (update or remove items). Users have to register or log in to get access to app features.

Responsibilities: Development of an application from scratch; plugin setup; setting up the application architecture; testing on different platforms; using the BloC architectural pattern.

Technologies: Flutter SDK, Freezed, BLoC, HIVE, Firestore, Firebase Auth, native platform channels

Flutter developer, Cooking and recipes

Duration: Dec 2021 - Feb 2022

Summary: This application allows users to search for food recipes from the API. Every item can be saved to Firestore; users can view details about the recipe. Users can view saved items. Both the saved list and search list can be sorted by name. Also, users can remove recipes from the saved list and view the app version via the platform channel.

Responsibilities: Development of an application from scratch, setting up the application architecture, plugins setup, testing on different platforms, localization, setting up the API, and creating an application design.

Technologies: Flutter SDK, Freezed, BLoC state management (flutter_bloc), Clean Architecture, HIVE local database, GetIt dependency injection, Firestore real-time database, native platform channels, connectivity, REST API networking



Flutter developer, Social

Duration: Sept 2021 - Dec 2021

Summary: This application screen, where users can search photos from API by name and download them to local storage. After download user can view photos. While downloading, each photo is placed into a queue, and the corresponding status is shown to the user.

Responsibilities: Development of an application from scratch; working with the device's internal memory; testing and fixing multithreading errors.

Technologies: Android, Multithreading, REST API, Retrofit, foreground services

Flutter developer, Social

Duration: Jun 2021 - Aug 2021

Summary: This application screen, where users can search photos from API by name and download them to local storage. After download user can view photos. While downloading, each photo is placed into a queue, and the corresponding status is shown to the user.

Responsibilities: Development of an application from scratch; working with the internal memory of the device; testing and fixing multithreading errors.

Technologies: Android, Multithreading, REST API, Retrofit, foreground services

IOS developer, Travel

Duration: Apr 2021 – Jun 2021

Summary: This application has two screens that can be shown by swiping. The first screen has a list of airlines; the second one has a list of passengers. Both of them are fetched from API by sending a request for a search bar. The search bar doesn't have a search button; requests are sent after 0.5 seconds after entering the last character. Users can also delete, create, and edit a passenger.

Responsibilities: Development of an application from scratch; setting up the API; refactoring and bug fixing.

Technologies: Swift, UIKit, REST API networking, Core Data

IOS developer, Education

Duration: Feb 2020 - Mar 2021

Summary: This application allows users to drag a graphically drawn figure over a specific area. Depending on the position, the figure's color will change. The background music changes automatically over time or can be changed by the user.

Responsibilities: Development of the application from scratch; manual testing; work with audio, Collection Views, and Gesture detectors; Implementation of new features.

Technologies: Swift, UIKit, Core Graphics, AVFoundation

Backend developer, Recruitment Management System

Duration: Mar 2019 - Jan 2020

Summary: Back-end development for a web-based recruitment management system with



database maintenance and migration.

Responsibilities: Development from scratch, database scheme design and maintenance, database migrations, manual testing

Technologies: ASP.Net Core, MVC, Identity Server, REST API, Entity Framework, PostgreSQL

EDUCATION

- **National Technical University of Ukraine 'Kyiv Polytechnic Institute'**
Bachelor's degree in Software Engineering
2016 - 2020
- **National Technical University of Ukraine 'Kyiv Polytechnic Institute'**
Master's degree in Software Engineering
2020 - 2022