DMYTRO KUTKO

Lead Flutter Engineer

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SUMMARY

Lead Flutter Engineer with 7+ years in mobile development (Flutter, Android/Kotlin). Currently leading a cross-functional team on a MilTech product built from scratch: own the app architecture and API contracts, and help shape product requirements. Previously launched a price comparison app with ~100K users and worked on Ancestry (10M+ users). Daily user of Claude Code and OpenAI Codex.

EXPERIENCE

MilTech company (under NDA) Jun 2026 – Present
Lead Flutter Engineer *Defense-tech mobile app, iOS & Android*

- Lead a cross-functional team of 6: 4 engineers (2 Flutter, 2 backend), QA and a designer.
- Established the team's development process: daily stand-ups, task planning and prioritization, and code review practices.
- Started the app from scratch and designed its architecture: Clean Architecture, BLoC, dependency injection (get_it, injectable).
- Help define epics and requirements for the client app; design client–server contracts (REST, WebSocket) with the backend team.
- Build offline map features with ArcGIS Maps SDK for Flutter, including geometry and coordinate handling.
- Integrated REST APIs (Dio) and WebSockets; set up localization (easy_localization) and Firebase (Crashlytics, Analytics, Cloud Messaging).

Omnicore Dec 2025 – Apr 2026
Flutter Developer *Fashion e-commerce*

- Worked on three apps in parallel (one in active development, two in support), prioritizing work across them to meet all deadlines.
- Owned features end-to-end: requirements with business analysts, technical design, estimates, implementation, testing and release.
- Refactored legacy modules toward Clean Architecture and BLoC.
- Integrated REST APIs with a Magento backend and extended the AutoRoute navigation.
- Set up Firebase Analytics and Crashlytics across key user flows on Android and iOS.

Hotline Sep 2024 – Dec 2025
Flutter Developer *Price comparison platform (hotline.ua)*

- Built the app from scratch with one other developer and launched it in 10 months against a 12-month plan; it reached ~100K users across Android and iOS.
- Owned Android releases end-to-end and set up Firebase, including Crashlytics.
- Implemented user profiles with photo cropping, offline Favorites and catalog filters by brand and category.
- Optimized long catalog lists with lazy loading and CustomScrollView, keeping scrolling smooth on older devices.
- Added dark/light themes and list animations; fixed crashes found through Crashlytics.

Debertz Jul 2024 – Oct 2024
Flutter Developer (Freelance) *Mobile card game*

- Redesigned the in-app menu with animations, added onboarding for new players, and built a JSON-driven rules screen.

Ancestry (ancestry.com) Jun 2021 – Jul 2024
Android Developer *Family history platform, 10M+ users*

- Built in-app notifications with deep links, plus feed and stories features (posts, comments, user tags).
- Helped migrate messaging from Twilio to a custom backend API, significantly reducing costs while keeping chat reliable.
- Added API endpoints to the shared KMM module and coordinated with the iOS team.
- Migrated Java to Kotlin and RxJava to Coroutines; rebuilt XML screens with Jetpack Compose.
- Improved accessibility (screen readers, touch targets) and covered new code with unit and Compose UI tests.

Yellow Stone Jan 2020 – Jun 2021
Mobile Developer *Android, Flutter, Cordova*

- Built reusable Android, Flutter and Cordova libraries with documentation, and helped teams adopt them.
- Released several PWA-based mobile games to Google Play and to iOS via TestFlight.

StarApps Mar 2019 – Jan 2020
Junior Android Developer

- Added speech practice to the Speakly language-learning app using Google Speech Recognizer.
- Built and published an Android app with Firebase and Google Maps navigation; worked directly with clients.

SKILLS

Leadership & process: team leadership, planning and prioritization, epics and requirements, API contracts, code review; Agile (Scrum, Kanban), Jira

Mobile: Flutter, Dart, Android SDK (Kotlin, Java), Jetpack Compose, Kotlin Multiplatform (KMM), App Store and Google Play publishing

Architecture: Clean Architecture, BLoC, Riverpod, MVVM, SOLID, get_it, injectable

Networking & data: REST, WebSockets, GraphQL, Dio, Retrofit, Hive, Floor (SQLite), SharedPreferences

Libraries & services: Firebase (Crashlytics, Analytics, Cloud Messaging, Auth, Firestore, Storage), ArcGIS Maps SDK, Google Maps, easy_localization, AutoRoute, go_router, freezed, json_serializable

Testing & CI/CD: unit, widget, integration tests; GitHub Actions, Codemagic, Fastlane, Bitrise; Git, GitHub, GitLab

AI-assisted development (since 2025): Claude Code and OpenAI Codex as primary coding agents, including agent harness setup; previously GitHub Copilot

EDUCATION

Lviv Polytechnic National University, Master of Engineering in Computer Engineering 2020

LANGUAGES

Ukrainian (native), English (Upper-Intermediate, B2)