



Ruslan Barysiuk

Senior Flutter Developer · iOS & Android (Swift, Kotlin)

From estimates and roadmap to store releases · ready to lead mobile development

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Portfolio
on GitHub

Senior Flutter developer with 5 years of commercial experience. Specializing in Flutter with deep platform integration: real-time video (WebRTC, LiveKit), on-device ML and computer vision, camera, wearable health data, subscriptions. Business-minded: I uncover needs, estimate in hours, run the roadmap and own the outcome.

5 years

in commercial development

6 apps

on the App Store and
Google Play

1.5 months

from audit to release
of a stalled project

Sales + IT

5 years in sales
and e-commerce

TECHNICAL SKILLS

- Swift and Kotlin: native billing, Platform Channels, a watchOS prototype in SwiftUI
- Camera, video, ML and health: native camera SDKs, LiveKit, ONNX, OpenCV, HealthKit, Health Connect
- Subscriptions: StoreKit 2, Play Billing, RevenueCat; store review and rejection fixes; Crashlytics, Adjust
- Clean Architecture, BLoC, TDD; multiple apps from a single codebase via configs

COLLABORATION

- Pair with backend engineers: agree on API contracts and close integrations fast
- Speak up when the backend breaks: report it with logs and expected behavior
- Give specific, timely feedback to designers, backend engineers and clients
- Run demos and status updates directly with clients, making the case in business terms

PRODUCT & MANAGEMENT

- Run discovery: uncover client needs, formalize requirements and user stories
- Estimate in hours, plan roadmaps with milestones and priorities; ship MVPs on time
- Before IT, ran an online store and an offline business: negotiations, small teams

PROCESS & DELIVERY

- Scrum and Kanban: backlog, sprints, retros; Jira, Linear, Trello, Hubstaff time tracking
- Release cycle: CI/CD, code signing, TestFlight, code handoff to clients; audits of inherited code
- AI agents in daily work for 1.5 years; removed 2,000+ unnecessary widget rebuilds via Dart MCP

GITHUB

1,014

contributions last year
account since 2020



Sep – Oct 2026: commits went to the client's Bitbucket

Letter of recommendation

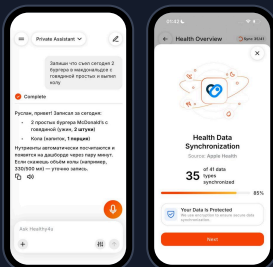
from an employer, on request

English B1

taking classes 3 times a week

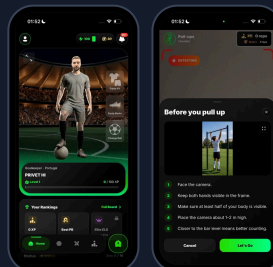
KEY PROJECTS 2025–2026

experience — p. 2, screenshots — pp. 3–4



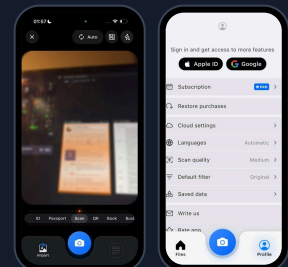
Healthy4u – AI health assistant

2025–2026 · [App Store](#) · [Google Play](#)
Rewrote it from Swift to Flutter as the
sole mobile developer



ProveUp – fitness battles

May – Sep 2026 · TestFlight
Camera-based computer vision, LiveKit
video calls, Sign in with Apple



Document Scanner & PDF Editor

Sep – Oct 2026 · iOS & Android
Audit to release in 1.5 months: camera,
on-device ML, RevenueCat

Document Scanner & PDF Editor

Sep 2026 – Oct 2026 **contract** · Senior Flutter Developer · audit to release · iOS & Android

- Joined a project stalled before release: audited the code, documented the architecture and shipped it to the App Store and Google Play in 1.5 months
- Improved the camera on native iOS and Android SDKs: document, ID, passport, QR, book; auto-crop, filters
- Kept scanning, ML and OCR on-device with no custom backend: ONNX Runtime, OpenCV, Tesseract; maintained 8 local plugins and 7 forks
- Built RevenueCat PRO gating: paywall, purchase restore and sync, Apple reviewer access
- Fixed camera jank (DevTools, ML in an isolate, model pre-warming), cut app size; added Crashlytics and Adjust
- Worked on the PDF module: multi-page documents, signatures, export and sharing; PIN-protected folders

Healthy4u · AI health assistant, product startup · [App Store](#) · [Google Play](#)

Jun 2025 – Sep 2026 **in stores** · Senior Flutter Developer · sole mobile developer · project put on hold

- Rewrote the native Swift app from scratch in Flutter and shipped it to both stores; Clean Architecture, BLoC, Freezed, TDD
- Rebuilt the AI chat in Flutter: LLM response streaming (SSE), voice playback (TTS), fallback when the quota runs out
- Built native subscriptions and in-app purchases without RevenueCat: StoreKit 2 and Google Play Billing; server-side validation (App Store Server Notifications V2, RTDN) together with the backend developer
- Integrated phone and smartwatch health data: HealthKit (40+ types) and Health Connect; prototyped a watchOS app in SwiftUI
- Passed several App Store review cycles, resolving Guideline 1.4.1 and 3.1.2(c) rejections; added Sign in with Apple and Google
- Set up Firebase Analytics, the Facebook SDK and referrals (Install Referrer, UIPasteControl); delivered the Figma redesign

ProveUp · fitness battles and freestyle football · TestFlight

May 2026 – Sep 2026 **contract** · Senior Flutter Developer · contract project in parallel with Healthy4u

- Implemented camera-based rep counting with computer vision (juggling, pull-ups, crunches); battles, rankings, missions
- Implemented WebRTC/LiveKit video calls; layered gear avatars composited server-side; Rive animations
- Added Sign in with Apple (ASAuthorizationController, Keychain) and APNs/FCM push notifications per the API contract with the backend
- Set up two builds from one codebase (flavors), migrated to a new Apple developer account, ran TestFlight
- Made the case for StoreKit and Play Billing over Stripe for virtual goods; delivered code per an agreed process

forYou Inc · Oct 2024 – May 2025 · Flutter Developer & Project Manager · Agroteok marketplace · [Google Play](#)

- Built the marketplace solo and released it on Google Play: auth, filters, Material 3, i18n
- Ran the project: client requirements, Trello plan and tasks, deadlines; delivered the MVP on time; CI/CD, Docker

Freelance · Mar 2024 – Sep 2024 · Flutter Developer · contract projects

- Revived a 5-year-old legacy VPN app and updated its SDKs
- Migrated a legacy app to Dart 3 and Android 13/14; wrote native Kotlin modules on top of FFmpeg (ffmpeg_kit)
- Built WebView apps with JS bridges and a Telegram Mini App on Flutter Web

Gybernaty Community · Dec 2023 – Feb 2024 · Flutter Developer · [gyber.org](#)

Custodial and non-custodial crypto wallets: web3dart, Ankr, Serverpod, BLoC

Kerla · Aug 2023 – Nov 2023 · Flutter Developer · classifieds marketplace · [Google Play](#)

Catalog and feed, filters, seller profile, listing creation; Riverpod, Serverpod, PostgreSQL, Docker, CI/CD

Rabotnik24 · Jul 2022 – Jul 2023 · Flutter Developer · hiring platform · [Google Play](#)

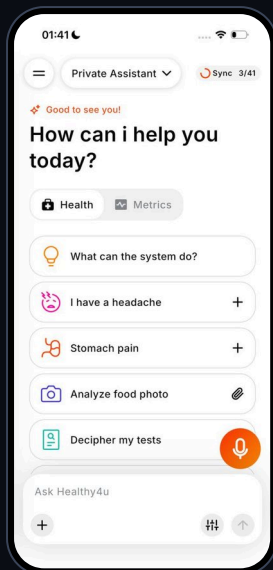
Large team project: Clean Architecture, BLoC, Freezed, Firebase, Dio; WebView with JS bridges

SFERA · Jan 2022 – Jun 2022 · Junior Flutter Developer · social platform · [App Store](#)

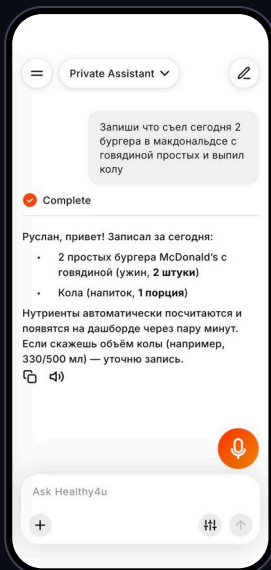
First role on a Flutter team; in 2021, commercial front-end development in React

Sales & e-commerce · 2017 – 2021 · manager, own business · before IT

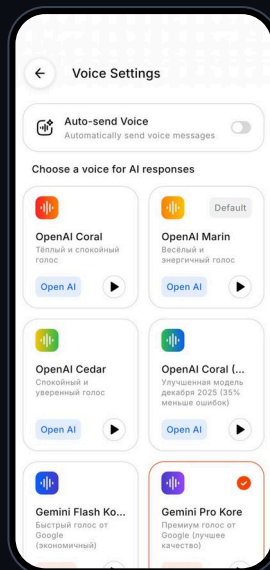
- Launched an online store and an offline business: sales, negotiations, content, small-team coordination in Trello
- Worked with developers as the client: assigned tasks, tested platforms, found bugs, accepted deliverables



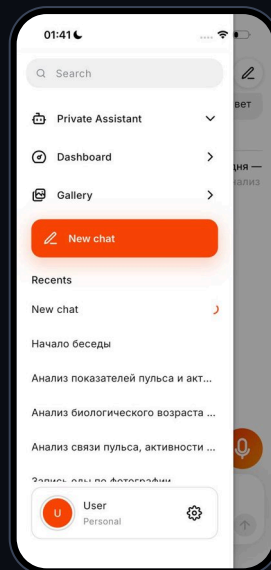
Assistant home



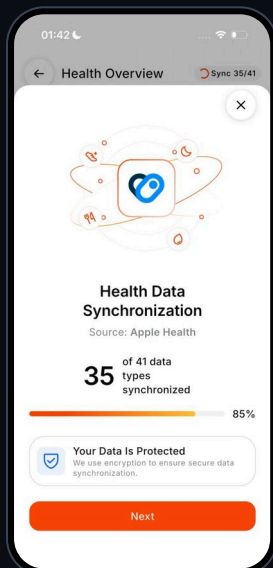
AI chat: LLM streaming



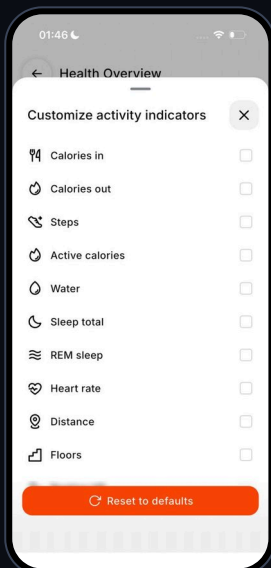
TTS voice picker



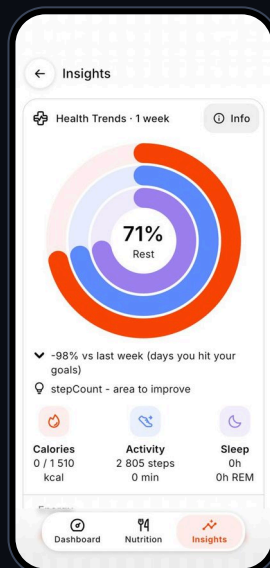
History and navigation



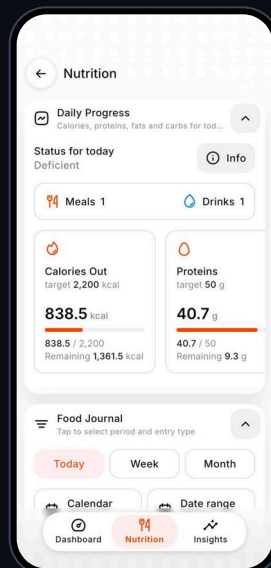
Health data sync



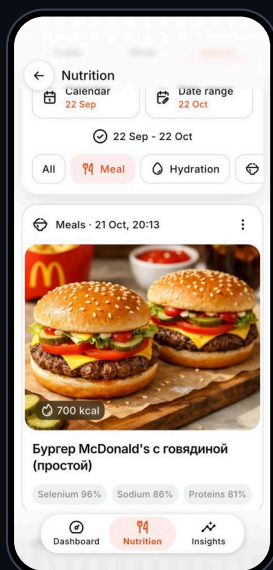
Metric settings



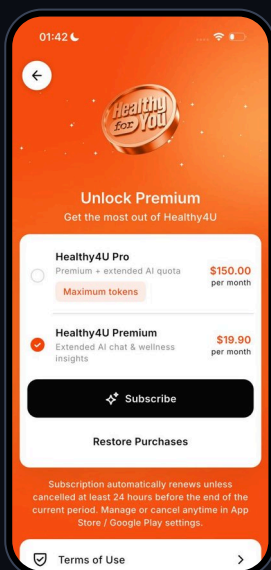
Trends and insights



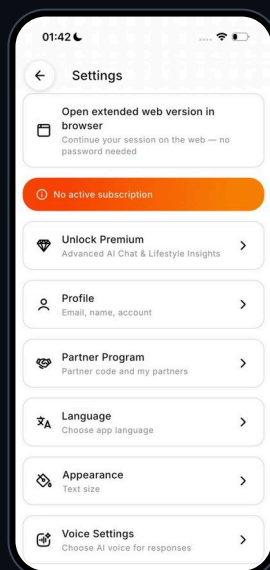
Daily progress



Food diary



Paywall: StoreKit 2



Settings and referrals

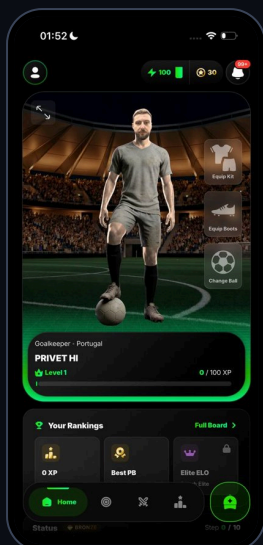
HIGHLIGHTS

- Sole mobile developer for 15 months
- Rewrote from Swift to Flutter; releases on both stores
- Native billing, purchase validation with the backend
- HealthKit (40+ types) and Health Connect
- LLM chat: streaming and TTS

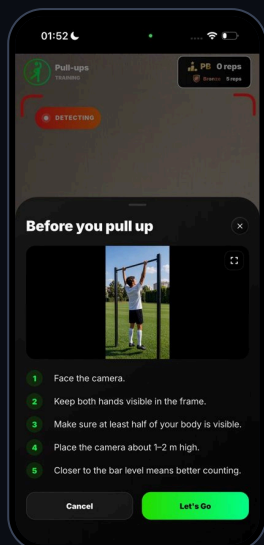
Portfolio · ProveUp

May – Sep 2026 · iOS & Android · TestFlight

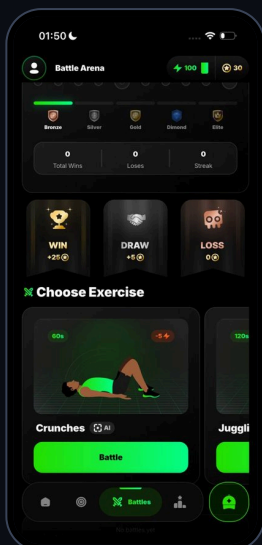
Fitness battles and freestyle football · camera-based computer vision · LiveKit video calls · avatars and gear · rankings



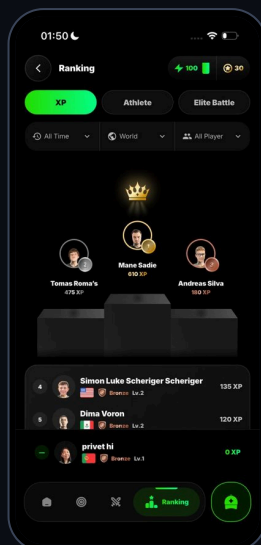
Home: player avatar



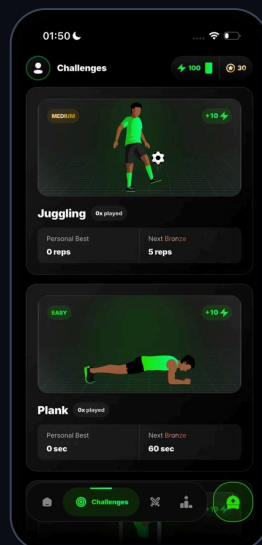
Exercise recognition



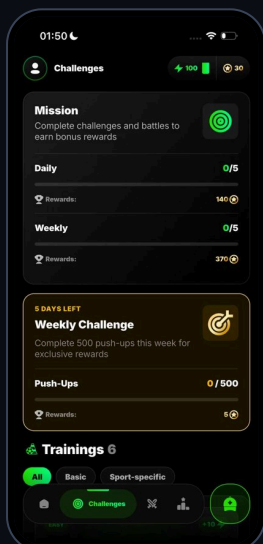
Battle arena



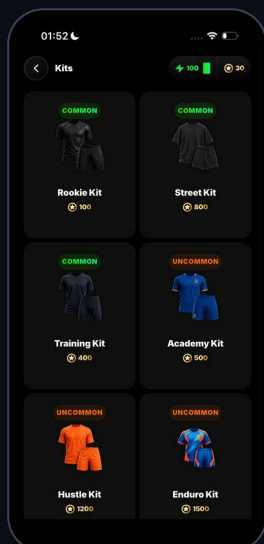
Player rankings



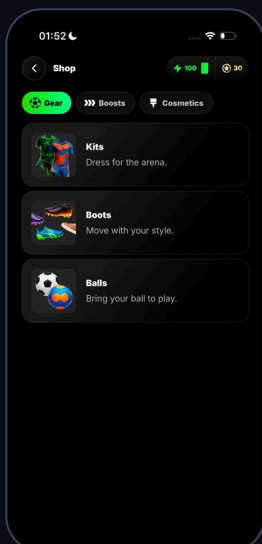
Challenges



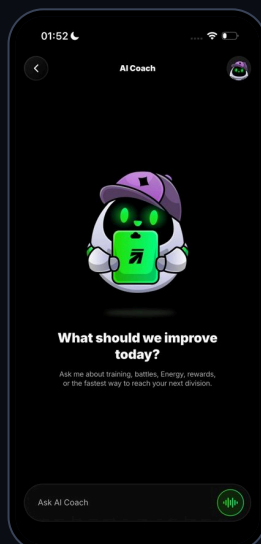
Missions and rewards



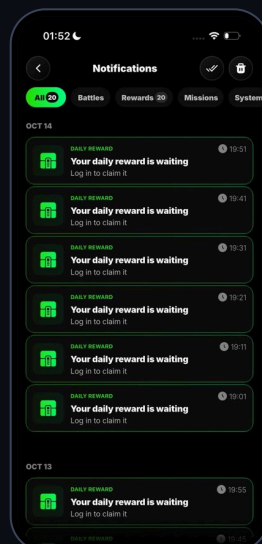
Avatar gear



Shop



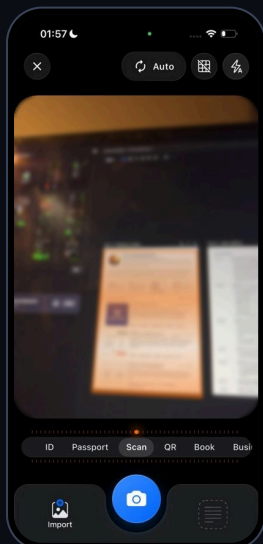
Coach screen



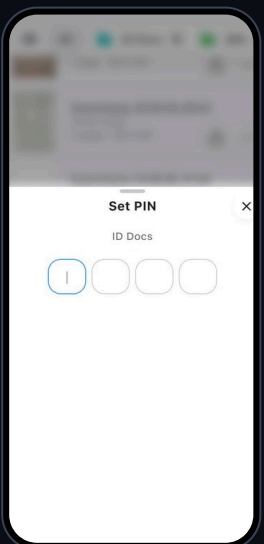
Push notifications

Document Scanner & PDF Editor

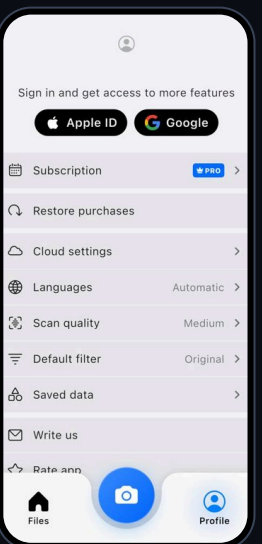
Sep – Oct 2026 · iOS & Android



Camera: scan modes



PIN-protected folders



PRO via RevenueCat

Joined a project stalled before release and shipped it to both stores in 1.5 months.

- Improved the camera on native iOS and Android SDKs: document, ID, passport, QR, book
- Kept ML and OCR on-device, no custom backend: ONNX Runtime, OpenCV, Tesseract
- Set up RevenueCat PRO gating: paywall, Apple reviewer access
- Profiled with DevTools and fixed camera jank: ML in an isolate, model pre-warming
- Added Crashlytics and Adjust; worked on the PDF module: signatures, export, PIN-protected folders

Projects 2022–2025

screens from store listings and working builds

Marketplaces, a hiring service and a crypto wallet — in teams and solo, from first screen to release

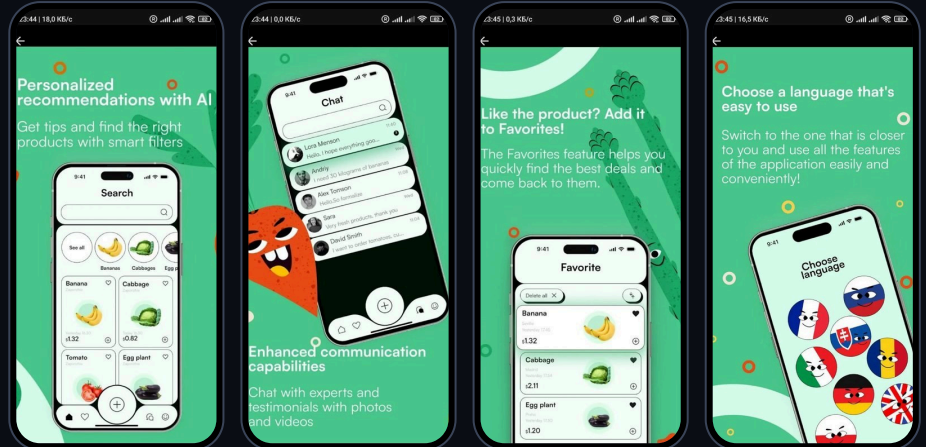
Agrotook

forYou Inc · Oct 2024 – May 2025

[Google Play](#)

- Classifieds board for the Spanish agricultural market: built solo and released on Google Play
- Ran the project: requirements, Trello plan, deadlines; MVP on time
- Auth, filters, listings, localization

Screens: Google Play promo images

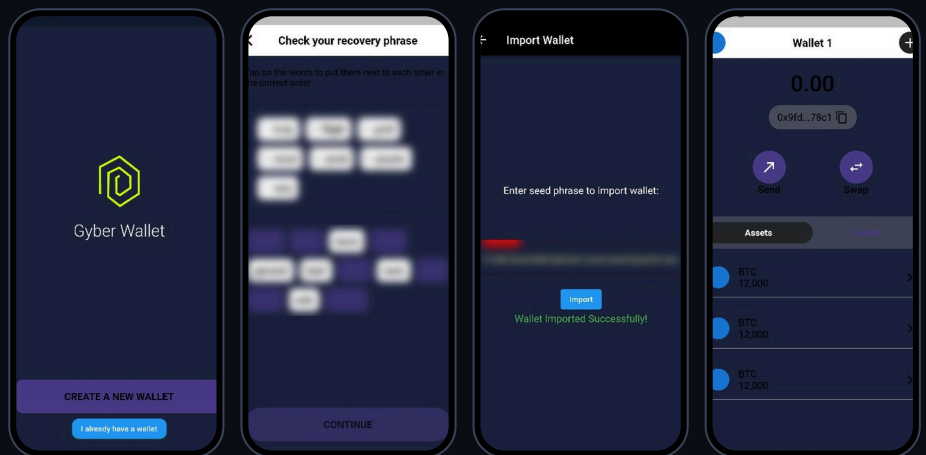


Gyber Wallet

Gybernaty · Dec 2023 – Feb 2024

[gyber.org](#)

- Custodial and non-custodial crypto wallet: create and import, seed phrase, assets
- web3dart, Ankr, Serverpod, BLoC; distributed team

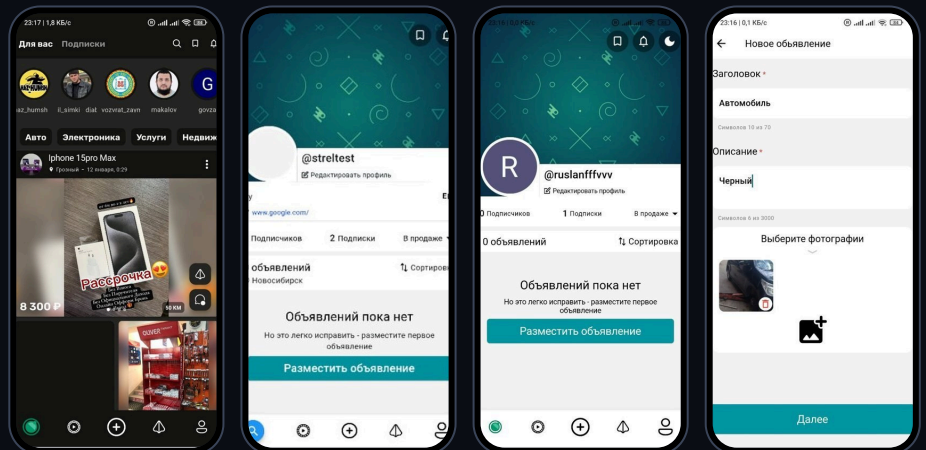


Kerla

Aug – Nov 2023

[Google Play](#)

- Classifieds marketplace: feed, categories, profile, posting
- Riverpod, Serverpod, PostgreSQL, Docker, CI/CD

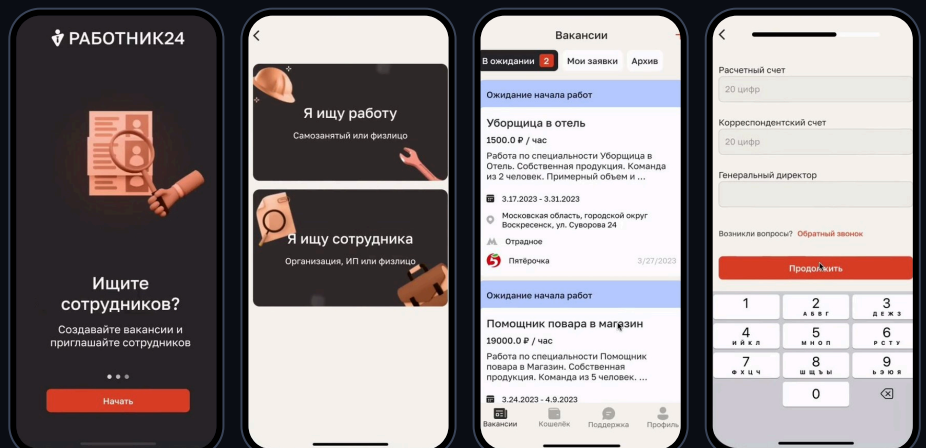


Rabotnik24

Jul 2022 – Jul 2023

[Google Play](#)

- Hiring platform: user roles, openings, applications, company details
- Large team project: Clean Architecture, BLoC, Freezed, Firebase, Dio; WebView with JS bridges



FLUTTER & ARCHITECTURE

- Flutter 3
- Dart 3
- BLoC / Cubit
- Riverpod
- Provider
- Clean Architecture
- Freezed
- Injectable / GetIt
- AutoRoute
- Isolates
- Platform Channels
- Flavors & configs
- Flutter Web · Telegram Mini App

MONETIZATION · ANALYTICS

- RevenueCat
- In-App Purchases (IAP)
- Server-side validation: App Store Server Notifications V2 · RTDN
- Paywall · PRO gating
- Firebase Analytics
- Crashlytics
- Adjust
- Facebook SDK
- Referral programs
- App Store & Google Play review

NATIVE IOS

- Swift
- SwiftUI
- watchOS (prototype)
- StoreKit 2
- AVFoundation · AVQueuePlayer
- Sign in with Apple
- Keychain
- APNs
- UIPasteControl
- Code signing & profiles
- TestFlight

DATA · AUTH · PUSH

- HealthKit
- Health Connect
- Firebase
- Serverpod
- PostgreSQL
- Supabase
- ObjectBox
- Hive CE
- SQLite
- Secure Storage
- Offline-first
- Sign in with Apple / Google
- OAuth 2.0
- FCM

NATIVE ANDROID

- Kotlin
- Google Play Billing
- FFmpeg (ffmpeg_kit)
- Install Referrer
- Keystore & signing
- Deep links
- Android 13/14 permissions
- WebView · JS bridges

UI · ANIMATION · MEDIA

- Material 3
- Rive
- Figma to code
- fl_chart
- just_audio
- slang (i18n)
- Responsive layouts

CAMERA · CV · ML

- Native camera SDKs
- Patched plugin forks
- Computer vision
- On-device ML
- ONNX Runtime
- OpenCV
- OCR (Tesseract)
- Edge detection
- Image filters
- Inference in isolates
- DevTools profiling

TESTING · BUILD · DEVOPS

- TDD
- Unit / widget tests
- bloc_test
- mocktail
- GitHub Actions
- CI/CD
- Fastlane
- Docker
- FVM
- dart-define

VIDEO · REAL-TIME · AI

- WebRTC
- LiveKit
- WebSocket
- SSE streaming
- LLM integrations
- TTS
- Dio · Retrofit
- REST
- gRPC

PROCESS · AI-ASSISTED DEVELOPMENT

- Claude Code
- Cursor
- Agentic pipelines
- Reviewer agent
- Figma MCP
- Dart MCP
- Scrum · Kanban
- Jira
- Linear
- Trello
- Hubstaff
- Notion
- Estimates in hours
- Roadmaps
- Code audits
- Postman
- git-flow

LINKS & CONTACTS

- Telegram

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- GitHub

github.com/munem91
- Portfolio

munem91.github.io/barysiuk_ruslan_resume
- Healthy4u

App Store · Google Play
- Google Play

Agrotook · Kerla · Rabotnik24
- App Store

SFERA

ADDITIONAL INFO

- Languages

Belarusian and Russian (native), Ukrainian (fluent), English (B1, taking classes 3 times a week)
- Format

Remote: full-time or part-time with hourly billing
- Location

Permanently based in Asia (Bangkok, GMT+7); Belarusian citizen
- Team

Can bring in experienced engineers from past projects if needed