SOFTWARE ARCHITECT

Education

Master Degree,
Engineering and
Economics,
Software engineer

Language proficiency

English — B2
Polish - A1

Domains

Fintech
Information services
Technology
Sales and Marketing
Enterprises
Educational Technology
Service sector

Software Architect with 10+ years of commercial experience.

Flutter Architect with 10+ years of experience in software engineering, including strong background in Android and cross-platform development. Specialized in designing scalable mobile architectures and delivering complex applications across multiple industries.

Experienced in leading development teams, defining technical strategy, and ensuring high-quality delivery through effective collaboration and engineering practices. Combines deep hands-on expertise with strong leadership to drive successful product development from concept to production.

Technology & tools

Android (Java/Kotlin), iOS (Swift), Flutter (Dart), KMP, JavaScript/HTML/CSS, REST, JSON-RPC/RPC, Websockets, TCP/UDP, GRPC, GraphQL(API design & integration exposure)

Architecture & design patterns

Clean Architecture, Backend-driven UI, MVVM, MVP, MVI, Redux, BLoC, Ribs, Viper, SOLID, KISS, YAGNI, GRASP, UML

Android & Flutter libraries

Dagger 2, Koin, ReactiveX, Kotlin's flow, Coroutines, Cicerone, Navigation Component, Realm, Room, Timber, Retrofit, OkHttp, Moshi, Scarlet, Apollo, Ktor, Compose, ViewBinding, MPAndroidChart, Groovy, Kotlin DSL, Dio, GetIt, Freezed, RiverPod, MobX

Databases

SQLite (Room), MySQL, MongoDB (Realm), Cloud (Firebase)

CI/CD

Gitlab CI/CD, Jenkins, GitHub CI/CD, Docker, Fastlane

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Projects

MOBILE BANKING APP

The mobile banking application includes onboarding, internal and external transfers, card issuing and bill payments, as well as support for existing applications for EU-based clients. Additional features are translations and credits. The application is designed to be user-friendly, secure, scalable, and reliable, with a consistent design and layout across different platforms.

Environment

Language: Flutter (Dart)

Architecture: BLoC + Clean architecture

Tech Stack: RiverPod, MobX, Dio, GetIt, GooglePlaces, ReactiveX, Zendesk, Fattmerchant, Authorize, Firebase (Crashlytics, Performance, Distribution), Au10tix, Modular architecture, REST / GraphQL APIs, gRPC

Project roles

Tech Lead, Flutter Architect

Period

02.2023 – Till now

Responsibilities & achievements

- Owned implementation of core banking flows including onboarding, internal/external transfers, card issuing, and bill payments, handling complex validation and edge cases.
- Worked on transaction reliability, improving handling of failed states, retries, and API inconsistencies in payment-related features.
- Structured and maintained application architecture (BLoC + Clean Architecture) to support ongoing feature expansion without breaking existing flows.
- Implemented and supported integrations with payment providers (Fattmerchant, Authorize), including request/response handling, error mapping, and fallback scenarios.
- Investigated and resolved production issues, including crashes, unstable API responses, and region-specific edge cases from EU users.
- Led the Flutter team in day-to-day development: task distribution, code reviews, and aligning implementation approaches across the codebase.
- Worked closely with backend engineers to define API contracts, especially around transaction states, error handling, and data consistency.
- Integration with native iOS (Swift) components.
- Monitored production stability via Firebase (Crashlytics, Performance) and ensured fast response to critical issues after releases.

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MOBILE BANKING APP FOR MIGRANTS

The mobile banking app is designed specifically for migrants to help them with financial transactions such as sending money to families, accessing paychecks early, obtaining microloans, and more. The app offers onboarding, card issuance, and facilitates transfers between users or Automated Clearing House (ACH) transfers. Additionally, users can set up automatic salary transfers to the app and replenish their card from other cards, providing added convenience. The app also offers loan products to help users with their financial needs.

Environment

Language: Kotlin, Flutter (Dart)

Architecture: MVVM + Clean architecture(multi-module), BLoC + Clean architecture

Tech Stack: Gradle, Google services, Firebase (Messaging, Crashlytics, Performance), Junit, Mockito, Kotpref, Okhttp, Retrofit, GSON, Okio, RiverPod, MobX, Dio, GetIt, GooglePlaces, ReactiveX, Zendesk, Fattmerchant, Authorize, Firebase (Crashlytics, Performance, Distribution), REST / GraphQL APIs

Project roles

Tech Lead, Flutter Architect

Period

12.2018 – 02.2023

Responsibilities & achievements

- Implemented core payment flows (ACH, card top-ups, internal transfers), handling validation, retries, and edge cases in transaction states.
- Integrated banking APIs and third-party services for KYC and payment processing, dealing with нестабильные responses and inconsistencies.
- Developed onboarding, salary deposit, and recurring transfer features, including scheduling and failure handling.
- Built and supported loan functionality (application flow, status tracking, repayments).
- Refactored legacy code into a multi-module architecture (MVVM / BLoC + Clean) to support scalability.
- Led development activities: task breakdown, code reviews, and alignment across Kotlin and Flutter codebases.
- Evaluated Kotlin Multiplatform for sharing business logic across platforms.
- Worked closely with backend and monitored production issues via Firebase, resolving payment-related problems and user-specific edge cases.

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MOBILE APPLICATION FOR MONEY TRANSFERS

A mobile application available for iOS and Android platforms that provides customers with a secure way to transfer funds almost instantly from the USA to African bank accounts. The app is designed to simplify and streamline the process of transferring funds, providing a seamless user experience for customers. The key feature of the project is the availability of different payout methods, including debit card, mobile phone, and cash. This allows customers to choose the most convenient and suitable method for their specific needs, making the transfer process more flexible and adaptable.

Environment

Language: Kotlin

Architecture: MVVM + Clean architecture (multi-module)

Tech Stack: Gradle, ReactiveX, Koin, Timber, Retrofit, GSON, Picasso, Fattmerchant, Authorize, Jetpack (ViewModel, ViewBinding + delegate, Paging), Glide, Lingver, Cicerone, Kotpref, Material, Calligraphy + Viewpump, Firebase (Crashlytics, Performance, Distribution)

Project roles

Senior Software Engineer

Period

08.2017 – 12.2018

Responsibilities & achievements

- Took part in architecture design (MVVM + multi-module) and feature estimation, aligning implementation with project constraints.
- Worked on performance optimization across different Android devices, addressing UI lag, memory usage, and rendering issues on low-end hardware.
- Implemented money transfer flows with multiple payout options (card, mobile, cash), handling validation and edge cases for different providers.
- Integrated payment systems (Fattmerchant, Authorize) and external APIs, dealing with inconsistent responses and error scenarios.
- Designed and implemented unit and UI testing approaches for critical parts of the application.
- Collaborated with backend on dynamic UI and theming driven by server configuration.
- Communicated directly with the client to clarify requirements and adjust implementation based on feedback.

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PROXY BROWSER + LIGHTWEIGHT ANALOGUE

Development of two mobile browsers based on Mozilla Android Components, focused on secure and private web browsing. The applications provide built-in proxy configuration, IP masking, and enhanced security features, allowing users to control their network traffic and privacy settings. Monetization is implemented through in-app subscriptions and advertising, with support for flexible pricing models and user segmentation.

Environment

Language: Kotlin

Architecture: MVI + Clean architecture, MVVM

Tech Stack: Groovy DSL, Picasso, RxKotlin, RxSubject + Relay, Timber, Retrofit, Okhttp, GSON, SharedPreference, ViewModel, ViewBinding + delegate, AndroidView, Lottie, Firebase, LeakCanary, Junit, Mozilla Android

Components, Google Billing, Google Ads, Proxy, MyIpExpert API, Consent SDK, In-app review, In-app update, SharedPreference, SavedState, Adjust SDK, Instant Apps

Project roles

Senior Software Engineer

Period

01.2016 – 10.2017

Responsibilities & achievements

- Worked across the full development cycle, from feature design to release and post-release support.
- Developed core browser features based on Mozilla Android Components, including proxy configuration and secure browsing flows.
- Implemented subscription and monetization logic (Google Billing, Ads), handling edge cases like purchase failures and state restoration.
- Refactored legacy code and migrated parts of the app to updated architecture (MVI/MVVM) and newer libraries.
- Customized and maintained CI/CD processes to support faster and more stable releases.
- Analyzed crashes, performance issues, and user behavior using Firebase and analytics tools, improving stability and retention.
- Worked directly with the client to clarify requirements and adjust features based on product and monetization goals.

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Professional skills

SKILLS		EXPERIENCE IN YEARS
PROGRAMMING LANGUAGES AND PROTOCOLS	Android (Java/Kotlin)	10
	iOS (Swift)	2
	Flutter (Dart)	7
	KMP	3
	JavaScript	2
	HTML/CSS	7
	REST, JSON-RPC	5
	Websockets, TCP/UDP, GRPC	4
	GraphQL	8
DATABASES	SQLite (Room)	10
	MySQL, MongoDB (Realm)	10
	Cloud (Firebase)	10
ANDROID & FLUTTER LIBRARIES	Dagger 2, Koin	8
	ReactiveX, Kotlin's flow	5
	Coroutines, Cicerone,	4
	Navigation Component	5
	Realm, Room	3
	Timber, Retrofit, OkHttp, Moshi, Scarlet	7
	Apollo, Ktor	8
	Compose, ViewBinding, MPAndroidChart	4
	Groovy, Kotlin DSL	10
	Dio, GetIt	7
	Freezed, RiverPod, MobX	9
CI/CD	Gitlab CI/CD, Jenkins, GitHub CI/CD	10
	Docker, Fastlane	10

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