Sebastian Waloszek

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SKILLS

- Developing **mobile**, **web** and **desktop** applications with **Flutter**:
  - Implementing adaptable UI designs for all device platforms.
  - Creating reusable widget and UI component libraries.
  - Following **clean architecture**, **clean code** and **SOLID** principles in **Dart**.
  - Working with **Bloc/Cubit, Redux** for app state management.
  - Implementing **dependency injection** using **GetIt**.
  - Unit testing using **Mockito**, creating widget & integration tests to achieve high code coverage and ensure feature stability.
  - Profiling & optimizing app performance.
  - Implementing local databases using **SQFlite**, **Drift**.
  - Implementing advanced network layers using the **Dio** package.
  - Integrating Flutter projects with **Firebase** infrastructure.
  - Creating native plugins for Flutter using platform channels.
  - Integrating tracking and analytics services.
  - Integrating push notifications and deep links.
  - Implementing proper error handling and crash reporting.
  - Integrating with hardware devices through **Bluetooth**.
  - Using Flutter **flavors** to create white label apps.
  - Setting up **CI/CD** pipeline integrations with **Github Actions**.
- Developing native applications for **iOS** devices using **Swift**.
- Experience with **RESTful**, **GraphQL** APIs.
- Basic knowledge of developing native apps for **Android** using **Java/Kotlin.**
- Familiarity with good **Git source control** principles.
- Knowledge of good code documentation principles.
- Experience in **conducting software & QA tests.**
- **Designing mobile UI/UX** based on client requirements **in Figma** or **Sketch.**
- Familiarity with **Agile software development** environments.
- Knowledge of **business analysis** fundamentals.
- Writing technical articles and blog posts.

EXPERIENCE

now
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12.2024

Flaconi

- Worked as a consultant responsible for a new design system implementation, security improvements & mobile accessibility.

11.2024
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06.2023

Antigua Mobile

- Working in an agency as a senior Flutter freelance developer creating mobile apps for international clients.

12.2022
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03.2021

Carbonara

- Worked as a senior Flutter developer in a start-up environment developing two apps for the restaurant booking industry.

12.2023
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09.2020

Flaconi

- Worked as a lead senior Flutter developer responsible for developing a mobile app for the beauty e-commerce industry.

- Cooperated with other programmers, UI & UX designers, project managers and scrum masters in a fully AGILE environment.

10.2020
|
03.2018

DEVINITI

- Worked as a developer in an AGILE environment focused primarily on developing iOS and Flutter apps.
- Provided support for some legacy Android projects.
- Was responsible for the UI & UX design of some client projects.
- Responsible for conducting QA & acceptance tests on certain projects.
- Responsible for performing business analysis together with the client.

10.2018
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10.2017

Independent iOS App Development

- Created and maintained my own iOS app for finance managing that was published for a global audience in the AppStore.

flaconi

now
|
12.2024

- Worked closely with design team to create a new design system for the mobile app and start adopting it.
- Investigated potential security vulnerabilities & implemented measures to mitigate risks.
- Worked on mobile accessibility issues & improvements.

11.2024
|
06.2023

Fortytools

- Worked with Firebase backend Tools.
- Implemented features based on client requirements (e.g. photo upload feature).

2022
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03.2021

Carbonara App for Restaurants & Consumers

- Worked with Firebase backend.
- Refactored legacy code to clean architecture.
- Migrated state management from Redux to BLoC.
- Implemented new features and bug fixes based on an existing codebase.
- Added support for Web platform.
- Developed Bluetooth thermal printer integration.
- Developed background data synchronization with backend.

12.2023
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09.2020

flaconi

- Implemented new features and bug fixes based on an existing codebase.
- Deployed finished product into production environment.

10.2020
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08.2020

MedMemo (Flutter)

- Rewrote existing native app in Flutter.

07.2020
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06.2020

Deviniti DIBS

- Designed whole app UI & UX in Figma.
- Created app in Flutter for mobile & web.

Present
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03.2020

Next Movie

- Hobby open-source mobile app written in Flutter to aggregate movie information, ratings and reviews from most popular video services.

03.2020

Image On Map

- Designed whole app UI & UX in Figma.
- Performed tests & QA on Android app.

05.2020 | 01.2020	**SmartShop**
	• Designed whole app UI & UX in Figma.
	• Tools: Flutter, BLoC, REST
	• Created mobile app using Flutter in BLoC architecture

12.2019 | 01.2019	**DekraEYE**
	• Designed first app interface prototype using Sketch.
	• Created first app prototype using native iOS frameworks.
	• Created mobile app in Flutter for Android & iOS + Web POC.
	• Worked with REDUX architecture, Rive animations, offline data synchronization, SQLite database.

01.2019 | 06.2018	**Carefleet GO**
	• Was involved in entire native iOS project's development, testing and deployment phase.
	• Deployed finished product into production environment.
	• Provided support in form of bug fixes and new features for Android platform.

10.2018 | 03.2018	**MedMemo (native)**
	• Implemented new features and bug fixes based on an existing codebase.
	• Worked with iOS notifications, widgets and Realm database.
	• Deployed finished product into production environment.

10.2018 | 10.2017	**House Budget**
	• App written in MVC architecture for iOS devices and published in the AppStore.
	• Implemented ability to define separate budgets, add expenses, define saving goals and monitor overall financial statistics.
	• Implemented Core Data database.

EDUCATION

2018 – 2019	**Wroclaw University of Science and Technology**
	Master of Engineering – MEng, Computer Science, *Design of IT systems*
	Thesis**:** „*Usability testing of data entry methods in mobile applications"*

| 2014 – 2018 | **Wroclaw University of Science and Technology** |
| | Bachelor of Engineering – BE, Computer Science |

SCIENTIFIC PUBLICATIONS

2020   **„Usability Study of Data Entry Design Patterns for Mobile Applications"**

ICCCI 2020 paper, S. Waloszek, P. Zihisire Muke, M. Piwowarczyk, Z. Telec, B. Trawinski and Loan T.T. Nguyen

LANGUAGES

Polish **(native),** English **(C1),** German **(C1)**