

Roman Rynda

Flutter Developer | Full-stack & AI

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PROFESSIONAL SUMMARY

Cross-platform developer specialising in **Flutter** for iOS, Android, macOS and Windows. I build products end to end: the interface, the server side with its API and databases, and native bridges in Swift and C++. I add AI to products (offline speech recognition, on-device OCR, LLMs through APIs). With AI coding agents I work the way a team lead does: I write the spec and acceptance criteria, an agent implements them, and a separate model checks the result against those criteria. I created **Leaflet**, which won a grant at ATOM Startup Day 2026, and **Tsukiko**, an open-source offline dictation app for macOS and Windows. **UPSHIFT** winner (program with UNICEF), 5 research papers. Open to part-time, internship or freelance work in Minsk, and to full-time work in a hybrid or remote format.

TECHNICAL SKILLS

- **Flutter & Dart:** Flutter (iOS, Android, macOS, Windows), isolates and streams, Riverpod, flutter_bloc, GetX, go_router, Navigator 2.0, Clean Architecture, freezed, CustomPainter, Lottie, Rive; unit, widget and golden tests
- **Backend & data:** REST and WebSocket APIs, PostgreSQL, SQLite with drift and SQLCipher, Supabase (Postgres, Edge Functions), Firebase, GraphQL (Ferry), Telegram Bot API and Mini Apps, Node.js, Docker, Linux servers with Caddy and systemd
- **Native & desktop:** Platform channels, dart:ffi, Swift (macOS host), Kotlin, C++ (Windows host), CGEventTap and Accessibility APIs, Win32 hooks, Xcode code signing
- **AI & ML:** whisper.cpp, sherpa-onnx, NeMo, on-device OCR (PP-OCRv5 on ONNX Runtime), Wav2Vec2, OpenCV; LLM APIs (OpenRouter, Gemini, Groq) with fallback and circuit breakers; prompt engineering, LLM-as-judge
- **AI-assisted development:** Claude Code, Codex, GitHub Copilot; acceptance criteria written before the code and an independent review after it
- **Delivery:** Git, GitHub Actions, signed macOS DMG (Developer ID), Inno Setup installers
- **Languages:** Dart, TypeScript, Swift, C++, Python, SQL
- **Design & analysis:** Figma, FlutterFlow, UML, BPMN, use cases, LaTeX

EXPERIENCE & PROJECTS

Apps and products

Author and sole developer | Leaflet: receipts and warranties *(iOS, Android)*

since July 2026

The idea and the whole product are mine: market research, design, the **Flutter** app for iPhone and Android and its own backend. Receipts from a photo, a QR code or manual entry land in one feed sorted by category. The phone recognises the text **offline**; hard receipts go to a multimodal model on my server (Node.js, SQLite, Caddy). The app reminds you before a warranty or return window ends, exports to CSV, XLSX and PDF, and keeps the archive **encrypted** (SQLCipher) behind a PIN or Face ID. The admin panel is a Telegram bot with a Mini App. About **2,300 automated tests**. Won a **grant at ATOM Startup Day** (Oct 2026) and pitched at the Student Hub of AI ATOM GLOBAL EXPO, selected from about 140 teams. Project page

Author and lead developer | Tsukiko: offline dictation *(open source, macOS and Windows)*

since 2026

Hold a hotkey, speak, and the text appears at the cursor in any app; audio and video files turn into timestamped transcripts. The speech models run on the computer itself. Built with **Flutter desktop** and native hooks in **Swift and C++**; the speech engines (whisper.cpp, NeMo, sherpa-onnx) run as separate processes. Signed releases are built in GitHub Actions, and the app has about 730 tests. After I reworked the dictation queue, the median time for a short phrase on Apple M5 fell from **2.28 s to 1.35 s**.

Sole developer | DomOS: app for residential complexes

since Oct 2026

A **Flutter** app for iOS and Android and a server on **Node.js (Fastify) and PostgreSQL** for residents, property managers and contractors. It covers service requests, building chats with voice messages and transcription, events and nearby services. Chat summaries come from an LLM through OpenRouter and are cached in the database.

Founder, team lead and lead developer | Sunlite: social app for teens *(UPSHIFT with UNICEF, grant)*

Mar 2024 to Jul 2025

A safe social app for teenagers: friends by shared interests, articles on psychology and helpline contacts. I wrote the app in **FlutterFlow and Firebase** and led a team of artists, writers and researchers. Multi-level caching, BlurHash placeholders and a pipeline from Google Sheets to Firebase for the content team. The project **won UPSHIFT** and a development grant and was covered by Belarusian media and TNT International.

Author and sole developer | Cozy World: app for couples *(pet project)*

since 2026

Counters for the dates that matter, a daily message, flip cards and a photo history. **Clean Architecture** with GetX and Navigator 2.0, **Supabase through Ferry** with type-safe GraphQL code generation, Lottie animations. A Telegram bot on Deno and Supabase Edge Functions manages the content.

Other projects

Server owner and mod architect | Goidacraft *(Minecraft server)*

since 2026

I run a live Minecraft server and designed its **NeoForge mods and Velocity plugin** in Java: login, chat moderation, jail, grief rollback, inventory backups and polls. I write the specifications and own the product.

Lead developer | Universal: Hyperjump *(game dev hackathon)*

Apr 2026

An idle clicker in **Godot** (GDScript). I made the most commits in a team of three, and the game won the **Best gameplay** award.

Author | yukovsky.space *(portfolio)*

since Oct 2026

An **Astro** site with a page for recruiters and a pixel-art desktop: windows, a terminal, search and an AI assistant that streams answers from a pool of free models.

EDUCATION & LANGUAGES

- **BSUIR**, Faculty of Information Technologies and Control, Information Management Systems, third year (graduating in 2028)
- Coursework: databases (**MySQL, PostgreSQL**), C++ and OOP, algorithms, discrete mathematics, numerical methods, software design (UML, BPMN, use cases)
- Winner of city mathematics olympiads in Minsk
- **English B1** (technical reading and documentation); Russian and Belarusian native

ACHIEVEMENTS & PAPERS

- **Grant at ATOM Startup Day** for Leaflet; pitched at the Student Hub of AI ATOM GLOBAL EXPO, selected from about 140 teams (Oct 2026)
- **UPSHIFT winner**, program with UNICEF in Belarus, with a development grant (2024)
- **Best gameplay award** at a game dev hackathon (Apr 2026)
- 5 papers at BSUIR student conferences in 2025 and 2026:
  - An algorithm for changing the emotional tone of an audio file (2025)
  - Fractal analysis and its use in computer vision (2025)
  - Road sign recognition with YOLO networks under optical distortion (2026)
  - Building an autonomous video surveillance node on a single-board computer (2026)
  - A smart plant care system with AI-based monitoring and automation (2026)