Flutter & Dart Mobile Software Engineer

PAWEŁ KASTELIK

ABOUT ME

I have 6 years of experience working with cross-platform software technologies and always believed in purpose. I have been coding with Flutter since the first stable release (December 2018) and totally fell in love with it. I worked on various projects in different areas and successfully shipped products to end-user. I am a skilled and dedicated engineer, who cares about delivering quality code and good vibe in a team. I am oriented on problem solving and always eager to learn more.

PROFESSIONAL EXPERIENCE

10.2023 - PRESENT MOBILE ENGINEER at Grupa OLX Sp. z o.o. - Flutter development of whitelabel real estate app - otodom, imovirtual - Doing code reviews, unit, widget and integration testing - Worked with tools: riverpod, graphql, melos, patrol 10.2021 - 09.2023 SENIOR FLUTTER DEVELOPER at Miguido Sp. z o.o. Sp. k. - Agile development of Flutter apps with scrum or kanban projects: timesheets, voicy, theheard, maharishi veda, care & share, - Supporting work and knowledge sharing with team-mates, managers and clients (active participation in workshops), organising team building events, - Doing code reviews, tasks evaluation and estimation, unit & widget testing, - Preparing CI/CD pipelines with Gitlab and doing releases with Firebase, TestFlight and Google Play, - Worked with tools: flutter_bloc, bloc_test, freezed, mocktail, hive, get_it, firebase, just_audio, FLUTTER SOFTWARE ENGINEER at Sport Alliance Sp. z o.o. 03.2020 - 09.2021 - Developing and maintaining cross-platform mobile applications (iOS/Android) and packages written with Flutter and Dart that collect fitness and workout data and reward users achievements - BEAT and MySports, - Working with Google Fit Android Api and iOS Health Kit using Flutter native channels, - Deploying mobile app to Google Play Store and Apple AppStore with Fastlane, - Close, collaborative working with backend developers, - Mobile users support and communication with them; gathering feedback, - Worked with tools: flutter bloc, bloc test, mocktail, provider, open api, sqflite, flutter map, geolocator 08.2019 - 02.2020 FLUTTER SOFTWARE ENGINEER at GlobalLogic S.A. - Developing cross-platform mobile application (iOS/Android) in medical sector accordingly to requirements and documentation, - Implementation of new widgets and functionalities, - Supporting test team and knowledge sharing, - Worked with tools: test_driver, test, mockito, provider 09.2018 - 07.2019 XAMARIN SOFTWARE ENGINEER at Tieto Support Services Sp. z o.o. - Developing UWP application for tablets using Xamarin.Forms and MVVM Prism, - Working in international Scrum team with TFS and GIT version control systems, - Bug fixing, creating unit tests with NSubstitute and code debugging 11.2016 - 02.2017 OMIKAS Xamarin App available to download from Amazon Appstore – Engineer's Thesis - Application for logistic optimisation of steel alloys, - Worked with tools: Xamarin.Forms, SQLite, iTextPDF 06.2016 - 08.2016 JUNIOR IT SPECIALIST / SOFTWARE DEVELOPER at Frapol Sp. z o.o. - ERP and CRM system administration, - Technical support of employees (problem solving),

- Installing software and configuring hardware,

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation). I also consent to processing of my personal data for the purposes of any future recruitment processes.

PERSONAL DETAILS

PHONE

E-MAIL

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www

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EDUCATION

03.2017 - 07.2018	MANAGEMENT AND INDUSTRIAL PRODUCTION ENGINEERING at AGH UST MSc, Faculty of Management	
10.2013 - 01.2017	APPLIED COMPUTER SCIENCE at AGH University of Science and Technology BSc, Faculty of Metals Engineering and Industrial Computer Science	
09.2009 - 06.2013	COMPUTER SCIENCE at Upper – Secondary Schools of Communications in Krakow Specialization: Operating Systems and Computer Networks	
SKILLS		
SOFTWARE:	PROGRAMMING LANGUAGES:	FOREIGN LANGUAGES:
Visual Studio Code	Flutter & Dart,	ENGLISH (Advanced, C1)
Android Studio, Xcode	Python (tkinter),	
Firebase, Fastlane,	SQLite, MySQL	
Proxyman, Postman	C/C++ (for Arduino)	
GIT, Jira, Slack, Teams		

ADDITIONAL INFORMATION

MS Office, Google Workspace

01.2024 – PRESENT CO-ORGANISER at Flutter Cracow Meetup

INTERESTS:

- Film studies, books (adventure, crime fiction, science fiction), tennis, badminton, squash, ping-pong, board games