

Oleksandr Stepaniuk

Senior Flutter Engineer · Mobile Team Lead

Flutter & Dart with deep native iOS and Android expertise

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15 years in commercial mobile development

5 years leading Flutter teams of 5–10 engineers

1.1B+ installs — YouVersion Bible App family

100M+ installs — largest app led

SUMMARY

Mobile engineer with 15 years of commercial experience and 5 years leading Flutter teams. Spent 2.5 years on the YouVersion Bible App (1.1B+ installs) and led development of apps with 100M+, 5M+ and 2M+ installs. I take Flutter products from architecture to store release — Riverpod and BLoC, gRPC and GraphQL, golden tests, CI/CD — and my native Swift and Kotlin background solves the platform-level problems Flutter teams usually get stuck on. I also authored a Flutter video player SDK (HLS/DASH, DRM, ads) and built OTT streaming apps for mobile and TV. Currently also building Strybok, my own deep-linking platform with open-source SDKs.

CORE SKILLS

Flutter	Dart, Flutter (iOS, Android, Web), Riverpod, BLoC, Provider, Pigeon, Platform Channels, Platform Views, Melos monorepo
Native	Swift, SwiftUI, UIKit, Combine, async/await · Kotlin, Coroutines / Flow, Jetpack Compose, Kotlin Multiplatform (KMP) · C/C++
Architecture	Clean Architecture, MVVM, MVP, modularization, SDK / package design, monorepo structure, feature flags, deep linking
Networking & real-time	REST, GraphQL, gRPC, Protobuf, WebSocket, WebRTC, XMPP, SIP, MQTT
Video & streaming	AVPlayer, AVKit, ExoPlayer / Media3, HLS, DASH, low-latency live, FairPlay & Widevine DRM, Google IMA, SSAI, Chromecast, AirPlay, QoE analytics · tvOS, Android TV, Fire TV
Quality & delivery	Unit tests, Golden / snapshot tests, Mockito, A/B testing, CI/CD (Bitrise), Firebase, Sentry, Git, Python (basic)
Leadership & AI	Team leadership, code review, mentoring, client communication · AI-assisted development (Claude Code)

EXPERIENCE

Founder & Engineer — own product (alongside main role)

2026 – Present

Strybok — deep links for iOS and Android apps · strybok.com

- Designing and building my own product end to end: a deep-linking platform where one link opens the right app screen or falls back to the store or the web.
- Wrote the open-source Flutter SDK (cold start, background and foreground links, exactly-once delivery, fake link source for tests) plus SDKs for Swift, Kotlin, Kotlin Multiplatform, React Native and Unity.
- Built per-app link hosts that serve the Universal Links and App Links association files, a versioned REST API with scoped keys, and click / app-open analytics.

Flutter Team Lead · Senior Flutter / iOS / Android Developer

Oct 2021 – Present

Lampa — software outsourcing & staff augmentation

- Lead Flutter teams of 5–10 engineers across client projects: own architecture and technical decisions, run code reviews, mentor developers and keep delivery on track.
- Stay hands-on in Flutter, Swift and Kotlin; work directly with clients and cross-functional teams to turn requirements into maintainable apps.

YouVersion Bible App — Flutter & iOS Developer · 2.5 years — 1.1B+ installs

Feature development in a Melos monorepo for a family of apps installed 1.1B+ times: Riverpod state management, gRPC/Protobuf and REST APIs, SQLite persistence, type-safe native bridges with Pigeon, Crowdin localisation, golden-test coverage, Bitrise CI/CD and many A/B experiments behind feature flags.

Tech: Flutter, Dart, Riverpod, gRPC, Protobuf, Pigeon, Melos, SQLite, Mockito, Golden tests, A/B testing, Bitrise · Swift, SwiftUI, Kotlin

OTT streaming apps & video SDK — Maraya and others — Author & Lead Developer — Mobile + TV · 200K+ installs

Built OTT streaming apps for broadcasters — including Maraya by Sharjah Broadcasting Authority — on iOS, tvOS, Android, Android TV and Fire TV, mostly with Arabic right-to-left UIs. Authored and led a Flutter video player SDK over AVPlayer and ExoPlayer/Media3: live and VOD over HLS/DASH, low-latency live, FairPlay/Widevine DRM, IMA and SSAI ads, Chromecast/AirPlay and QoE analytics (startup time, rebuffering).

Tech: Flutter, Dart, Platform Views · AVPlayer, AVKit, tvOS · ExoPlayer / Media3, Android TV, Fire TV · HLS, DASH, FairPlay, Widevine, Google IMA, SSAI, Chromecast, AirPlay

ChartIQ Flutter SDK — Lead Developer — Public SDK on pub.dev

Led development of the Flutter SDK for the ChartIQ financial charting library — a published package that wraps the JavaScript engine with Platform Views and Platform Channels behind an extensible Dart API.

Tech: Flutter, Dart, Platform Views, Platform Channels, SDK / API design

INOMO — connected-vehicle telematics — Lead Developer — B2B platform

Led development of the Flutter Web administration interface for a fleet telematics platform that collects and processes connected-vehicle data: BLoC state management, GraphQL and REST integration, Keycloak authentication.

Tech: Flutter Web, BLoC, GraphQL, REST, Keycloak

Mobile Developer → Lead Developer (Android, iOS, Flutter)

Apr 2013 – Oct 2021

Metamins

- Grew from native Android to native iOS and then Flutter, shipping production apps on all three and leading development on the largest ones.

Messaging & calling apps — Lead Developer — 10+ apps · 5M+ installs

Led delivery of 10+ messenger and VoIP apps across Android, iOS and Flutter with different combinations of chat and real-time audio/video calling technologies.

Tech: WebRTC, XMPP, SIP, WebSocket · Android, iOS, Flutter

MyMazda — Lead Developer · Android & iOS — 2M+ installs

Led native development of Mazda's owner app: remote vehicle controls, live vehicle status and alerts, service booking, maintenance history, roadside assistance and a 360° vehicle view.

Tech: Kotlin, Retrofit, RxJava, Foreground Services, MVVM · Swift, UIKit, Moya, RxSwift

Financial loyalty & rewards app (NDA) — Lead Android Developer — 100M+ installs

Led the native Android app of a large financial loyalty platform: account and reward balances, transaction history, partner offers and nearby locations, integrated with multiple backend services and handling personal financial data.

Tech: Android, Java, REST

Android Developer

Sep 2011 – Apr 2013

Freelance

- Designed, built and released native Android apps for clients end to end — from requirements to store release.

MORE PROJECTS

Chromium browser fork for embedded Android — Lead Developer — System app

Maintained a custom Chromium fork shipped as a system browser on embedded Android devices and integrated a proprietary encryption mechanism at the native C/C++ level.

Tech: Chromium, C/C++, Android system apps, Chromium build system

Also: in-house MQTT push service built as an Android system app, without Firebase · HandiFox inventory & sales app (iOS) · real-time multiplayer trivia game (2M+ installs, Android) · Babyname (1M+ installs, Android lead) · smart-plug IoT control app for Android & iOS (Wi-Fi, TCP/IP)

EDUCATION & LANGUAGES

Bachelor's degree in Economic Cybernetics
State University of Trade and Economics · 2009 – 2013

Languages
English — C1 (Advanced) · Ukrainian — Native