


Ryan Juhasz

Software Engineer

07842612513 ryanjohnsonjuhasz@gmail.com Barnsley England  ryan.darkbyte.uk



Summary

Mobile Application Developer with 3+ years of experience specialising in Flutter and Dart, building scalable, production-ready applications for Android and iOS. Strong experience in REST API integration, Firebase (Auth, Firestore, Messaging), and Clean Architecture. Proven ability to design and deliver real-time systems, optimise performance, and write clean, testable, and maintainable code. Comfortable working independently or within cross-functional teams, contributing to code reviews, and communicating technical decisions effectively.ith quality code.

Experience

DarkByte Creations

Software Developer

Jan 2022 - present

- Developed cross-platform mobile applications using Flutter and Dart
- Designed and integrated REST APIs and Firebase backend services
- Built scalable, maintainable systems using Clean Architecture principles
- Delivered features independently from concept to production
- Collaborated with stakeholders and provided technical solutions
- Diagnosed and resolved production issues efficiently

• Projects

GoldenBallz – Mobile Prediction Platform (Flutter + Firebase)

- Built a production-level mobile application with real-time predictions, leaderboards, and group systems
- Implemented cost-efficient Firestore data models to minimise reads/writes and improve scalability
- Integrated external REST APIs for live sports data
- Developed real-time chat and push notification systems
- Designed deterministic scoring logic and leaderboard updates
- Focused on performance optimisation and clean, maintainable architecture

Perfection – Dating Application (Flutter + Firebase)

- Designed and developed a feature-rich mobile dating platform with matching, messaging, and profile systems
- Built a swipe-based matching system with user filtering and preference logic
- Implemented real-time chat functionality using Firestore with secure, scalable architecture
- Developed onboarding flows, authentication, and profile management systems
- Designed backend structure with a focus on scalability, cost efficiency, and security rules
- Implemented modular features including matches, messaging, and engagement systems

Achieve75 – Habit Tracking App (Flutter)

- Developed a mobile app featuring scheduled notifications, alarms, and daily progress tracking
- Implemented reliable local data persistence and time-based functionality
- Focused on usability, consistency, and performance across devices

Objective

To secure a Mobile Application Developer role where I can apply my Flutter and Dart experience to build scalable, high-quality applications, while continuing to grow within a collaborative team and contribute to the delivery of reliable, user-focused solutions.

Languages

[Dart](#) [JavaScript](#) [Python](#) [Java](#)

[SQL](#) [HTML, CSS](#)

Technologies

[Git, GitHub](#) [Firebase](#) [REST APIs](#)

[Android Studio](#) [Intellij](#) [VS Code](#)

Frameworks & Libraries

[Flutter\(Dart\)](#) [Vue.js](#)

[State Management](#) [ASP.NET / .NET](#)

[jQuery](#) [Redux](#)

Tools

[Git](#) [VS Code](#) [Jira](#) [Webpack](#)

[Eclipse](#) [Bitbucket](#)

Education

Digital Skills Bootcamp - IT Technician

[Just IT](#)

Jan 2014 - Jan 2016

certs - Computer Science

[Self-Directed Learning & Professional Development](#)

Jan 2010 - Jan 2014