

Connor Dykes

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SKILLS

Mobile & Frameworks: Flutter (5 years), Dart (5 years), iOS (5 years), Android (5 years), Swift (4 years), Kotlin (4 years), Native Features (Location Services, Push Notifications, Biometric Authentication)

AI: Cursor, Claude Code, Codex, Copilot, Automation, Code Review, Context Engineering, Prompt Engineering, RAG, Fine tuning, Agents & Sub Agents, MCP

Web Technologies: Node.js (5 years), JavaScript (4 years), HTML, CSS (2 years)

State Management: Bloc (5 years), Riverpod/Provider (5 years)

Backend & Databases: Firebase (5 years), SQL (2 years), REST API (5 years), GraphQL (2 years)

Testing & Quality Assurance: Code Coverage with unit test, widget test, and integration tests

DevOps & Tools: Git & Version Control (5 years), CI/CD (5 years, Code Magic, Fastlane, GitHub Actions), App Store Deployment & Testing (5 years),

Design & Strategy: UI/UX (5 years), Figma (5 years), Canva (5 years)

PROFESSIONAL EXPERIENCE

goTenna | Senior Mobile Developer | Remote (*October 2025 - Present*)

- High security government contracts for next gen battlefield communication tools
- Integrated advanced mapping systems for casualty evacuation, vehicle monitoring, and realtime operator location awareness.
- Developed cross-platform iOS and Android applications using **Flutter**, incorporating native **Swift** and **Kotlin** code via **method channels** to access platform-specific features.

- Interfaced directly with radio hardware to communicate through long distance high power government mesh networks
- Implemented a robust Bluetooth system for continuous background communications with radio peripherals.

Immersion Neuroscience | Lead Mobile Developer | Remote (March 2024 - Present)

- Led a ground-up project to launch a B2B company into the consumer mobile space.
- Developed cross-platform iOS and Android applications using **Flutter**, incorporating native **Swift** and **Kotlin** code via **method channels** to access platform-specific features.
- Engineered companion apps for **Apple Watch** and **Wear OS** to interface with device-level sensors.
- Implemented a robust Bluetooth system for continuous background heart rate data capture, utilizing asynchronous techniques for efficient data handling.
- Designed and built a fast, secure backend using **Firebase** and **InfluxDB**.
- Oversaw the complete application deployment lifecycle, from testing to production.

MGenio | Flutter Developer | Remote (May 2023 - March 2024)

- Collaborated with a core team of 3-5 developers to deliver mobile solutions for international clients.
- Managed a project for the **New York Metro System (MTA)**, developing an app that serves over **500,000 users**.
- Created and maintained a **scalable enterprise** warehouse inventory management system for **Sherwin-Williams Paint**. This application was deployed to over **150 manufacturing site, 5000 stores, and 10,000 distribution systems**.
- Contributed to the development of in-house software for a major company to manage field employees, deliveries, and warehouse inventory, including the integration of third-party **plugins**.

Eqalink | Flutter Developer | Remote (October 2022 - May 2023)

- Worked in an **Agile environment** with a team of three to develop a social platform driven by a research team of psychologists.
- Architected and managed both the frontend and backend of a cross-platform application for iOS, Android, and Web.
- Participated in project management, **UI/UX** design, and Architectural decisions .

ABC Kids | Flutter Developer | Remote (*June 2022 - October 2022*)

- Created a centralized mobile application for an Olympic rock-climbing program, enabling instructors to access curriculum on any device.
- Responsible for full-stack development, including designing the app with a team of two.
- The internal application was used by parents as well to manage **payments** and **subscriptions**, using **Stripe** integration on mobile and web platforms.
- Utilized **GPS** and **Locations** features for tracking and check-in purposes

Kokoro Academy | Flutter Developer | Remote (*October 2021 - June 2022*)

- Developed a **fullstack** member management system for a Jujitsu studio.
- Implemented features including a class management system, full **payment integration**, and a dedicated admin application for iOS, Android, and Web.

Belay Trader | Flutter Developer | Remote (*March 2020 - October 2021*)

- Developed a social networking app for rock climbers as part of a three-person team.
- Built a full-stack mobile application for iOS and Android, leveraging **Firebase** and **Node.js**.
- Integrated advanced features like GPS, maps, and NFC technology, utilizing **plugins** for core functionality.

EDUCATION & CERTIFICATIONS

Missouri State University | Springfield, MO | Bachelors of Science in Recreation, Sports, & Parks Administration (*August 2016 - May 2018*)

Ozarks Technical Community College | Springfield, MO | Associates of Arts (*August 2014 - May 2016*)