

Josip Mužić

Frontend Developer with **6 years** of work experience in **Flutter** and **React-based** frameworks. I've shipped apps at scale, optimized performance on high-traffic sites, and built cross-platform mobile apps. Game developer in my spare time. Looking for **full-time/part-time** Frontend work

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EXPERIENCE

Tab's Labs, Zagreb — *Software developer*

February 2025 - Present

- Founded a solo development company to pursue commercial game development and selective client projects
- Maintaining technical skills through **Flutter** and **React** contract work while building a primary game project
- Solo-developed multiple Roblox games, including one that achieved 900k+ visits
- Currently developing "Shroomshire Restoration," a commercially planned adventure tycoon game set for April 2025 release with a growing fanbase
- Managing full development lifecycle: game mechanics, UI systems, team coordination with hired artists/composers, and monetization strategy
- Created custom dev tools (Twine-to-Lua parser, Roblox plugins) to optimize workflow efficiency

KTO, Remote — *Gatsby Developer*

March 2022 - February 2025

- Led multiple redesigns of the main Gatsby web app, collaborating directly with design team
- Contributed to both the dashboard written in **React**, the web app in **Gatsby**, and the mobile app in **Flutter**
- Architected seamless data synchronization between Gatsby web app and Flutter mobile app
- Helped refactor the entire codebase using better coding patterns
- Owned technical **SEO** strategy, improving organic search visibility
- Improved Lighthouse performance scores by 40+ points through codebase refactoring and optimization

Best Technology, Zagreb — *Flutter Developer*

October 2021 - March 2022

- Solo-developed a cross-platform **Flutter** for Web and Mobile
- Used **GraphQL** and **Auth0** to simplify development
- Contributed to the general UI and UX design

TECH STACKS

Web: React, Next.js, Gatsby

Mobile App:
Flutter
(+ Kotlin/Swift for native integration)

Backend:
Node.js, PHP

Game Development:
Roblox (Lua)

DBMS

MySQL, MongoDB,
PostgreSQL

SOFT SKILLS

Strong mentorship
Teamwork
Problem-solving
Communication
Adaptability

Bebabit, Zagreb — Full-Stack Developer

June 2021 - December 2021

- Lead a team for a big project for Unisport (a major Croatian client)
- Solo-developed the dashboard in **React**, allowing referees to track any sports events so they can be viewed as a play-by-play in the **Flutter** app
- Solo developed the **Flutter** app, having all the similar features that other Sports apps have (play-by-play, viewing of teams, competitions, news...)
- Provided backend support in **Node.js**

Cinnamon Agency, Zagreb — Frontend Developer

May 2020 - May 2021

- Contributed to multiple **large-scale applications**, ensuring **high-quality code** and **responsive UI/UX**
- Consistently juggled between projects in **Flutter/React/Next.js**
- Fully solo-developed 3 small apps: one in **Flutter**, one in **Vanilla Javascript**, and **WordPress**

RIT Croatia, Zagreb — Web and Mobile Computing Tutor

September 2019 - May 2020

- Initially selected to tutor one subject, but students sought help in all programming-related subjects
- Sessions were always fully booked due to strong teaching effectiveness
- Continued tutoring unofficially for years, as I wanted to keep helping students, but I couldn't maintain a strict schedule due to prioritizing university studies and work

Infomedica, Split — Frontend Developer

May 2019 - September 2019

- Ported their original iRIS software into a web app using **Angular**

ArsSacra, Međugorje — Full-Stack Developer

January 2019 - May 2019

- Built an E-commerce store using **React** and **Node.js**
- Designed a chat-based purchasing system in place of a traditional checkout

EDUCATION

RIT Croatia, Zagreb — B.Sc. in Information Technology (Web and Mobile Computing)

SEPTEMBER 2018 - MAY 2022

- Got invited to the Dean's List Dinner every year
- Finished University with Magna Cum Laude Honors

LANGUAGES

Native:

English, Croatian

Conversational:

Italian

HOBBIES

I enjoy playing the piano, ukulele, and guitar.

Some of my other hobbies include: cooking, board games, video games, and **video game development**

CLIENT PROJECTS WORKED ON

Confidential Client Project (Flutter)

Currently developing a Flutter application featuring video streaming, real-time chat, journaling, and social features. Managing complex state across multiple feature sets while maintaining performance standards.

KTO (Flutter, React)

Led multiple redesigns of a high-traffic betting platform's web application over 3 years. Focused on performance optimization (improved Lighthouse scores by 40+ points), technical SEO implementation, and codebase refactoring. Architected data synchronization between the Gatsby web app and Flutter mobile app, ensuring seamless cross-platform user experience.

Unisport (Flutter, React, Node.js)

For Unisport, I juggled both frontend and backend tasks under tight deadlines. I developed a Flutter app for users, a React PWA for real-time sports event tracking, and backend services in Node.js. Ensuring smooth communication between these platforms was a key challenge I successfully tackled.

GoRide (React)

At Cinnamon Agency, I worked on GoRide, a complex project with many moving parts and a large dev team. This was a pivotal experience where I learned to navigate large codebases, maintain code consistency, and collaborate effectively within a multi-disciplinary team.

Best Technology (Flutter)

Solo-developed a cross-platform Flutter app for web and mobile, designed for managing internal operations at Best Technology. Integrated GraphQL for efficient data querying and used Auth0 to simplify authentication flows. Worked directly with stakeholders to define UX requirements and ensure the app provided a seamless experience.

SOME PERSONAL PROJECTS

Shroomshire Restoration

Although not my first game project, it's definitely my most ambitious project yet. It is a commercially planned adventure tycoon game developed in Roblox Studio using Lua, set for release on April 11th. I designed the core **game mechanics, UI, and progression systems**, ensuring a polished player experience. To enhance the game's quality, I also hired artists and composers to outsource tasks like icon design and music composition, allowing me to focus on development.

Twine to Lua Parser

Using JavaScript, I developed a parser to streamline the integration of **interactive storytelling** into Roblox games. This tool converts Twine's structured narrative format into **Lua-compatible scripts**, making it easier to manage branching dialogues and dynamic storytelling. It was built to support **Shroomshire Restoration**, but it can be adapted for other projects requiring **complex dialogue systems** in Lua.