

Steven Foskett

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Summary

Senior Flutter Developer with 10+ years of mobile experience across iOS and Android. Core expertise in Dart, Flutter, and BLoC architecture with a track record of owning revenue-critical systems including checkout, payments, and delivery. Proven ability to lead cross-functional projects, build test infrastructure, and mentor junior developers.

Skills

Languages: Dart, Java, Kotlin

Frameworks: Flutter (iOS, Android, Web), Native Android

Backend: REST, Firebase (Firestore, Auth, Cloud Functions)

Testing: Unit, Widget, Maestro, Playwright

Architecture: BLoC

Data: SQLite, Hive

CI/CD: GitHub Actions

AI: Claude Code

Professional Experience

NimbleRx, Remote — Senior Flutter Developer

Fall 2022 – Present

- Own the app's revenue-critical systems (checkout, payments, delivery, and refills) as well as session management and analytics infrastructure.
- Mentor junior developers through bi-weekly one-on-ones, helping them reach internal growth goals.
- Built the app's ad display system: authored TypeScript ad type definitions in the CMS for marketing, then implemented the Flutter layer that queries the ad-serving API with user and placement context, retrieves the matching ad from the CMS, and renders it in-app.
- Led multiple improvements to the auto-refill funnel, optimizing the flow where patients consent to, reschedule, or cancel their refills.
- Designed and implemented unified Maestro end-to-end test infrastructure, automating critical user flows from login through checkout completion and setting testing standards for the mobile team.
- Built error logging infrastructure across all critical API paths, enabling team visibility into previously silent failures.
- Delivered full rewrites of the Prescriptions Tab and Explore content platform, two of the app's most-used surfaces.
- Drove multiple Flutter SDK upgrades, diagnosing and resolving breaking dependency and compatibility issues across the project.
- Built and shared five Claude Code skills company-wide to accelerate team workflows with AI tooling.

Bottle Rocket Studios, Remote — Senior Mobile Developer

Summer 2018 – Fall 2022

- Led a team of developers to build a cross-platform Flutter application (iOS, Android, Web) for a health insurance broker featuring advanced provider search, plan management, and cost estimation.
- Integrated the Epic/MyChart SDK for two healthcare clients across two years.
- Achieved 85% unit test coverage on business logic for a Fortune 500 airline client.

Job-Dox, Lake Dallas, TX — Mobile Developer

Fall 2015 – Summer 2018

- Sole developer of native iOS and Android apps integrating with an in-house project management system for restoration companies to collect insurance documentation.
- Built offline-capable image upload queuing, room sketching with air mover placement planning, and Bluetooth integration with Leica laser meters for automated measurement entry.

The Ticket Reserve, Remote — Mobile Developer

Spring 2013 – Fall 2015

- Built iOS and Android apps that retrieved and organized market data from open pre-purchase college football ticket markets for end-user consumption.

Education

University of Texas at Dallas — Bachelor of Arts and Technology, Game Design and Programming (2012)

Personal & Internal Projects

Nimble Move — Flutter iOS/Android App + Dart Backend Package (2025–2026)

Built and maintain a full-stack employee wellness challenge app to replace an expensive third-party step challenge service, developed during a hackathon and extended over nights and weekends with Claude as a coding partner.

- **59K LOC of production code** with **49K LOC of tests** across a Flutter app and a reusable core Dart package.
- Architected a clean separation between business logic (`nimble_move_core`) and platform implementation, with pluggable backend interfaces and Firebase implementations.
- Implemented HealthKit (iOS) and Health Connect (Android) integration with a custom overlap-based deduplication algorithm to prevent double-counting from multiple fitness trackers.
- Built streak mechanics, team challenges with real-time leaderboards, in-app currency system with event-sourced transaction ledger, achievements, and a cosmetics shop.
- Used BLoC with sealed classes and exhaustive pattern matching, GoRouter with auth-based redirects, and GetIt for dependency injection.
- Notable engineering: deterministic hash-based daily task selection, timezone-safe `LocalDate` abstraction, background sync via Workmanager, force upgrade infrastructure via Remote Config.

PhBudget — Flutter iOS/Android App (2024)

Built a personal spending tracker in a single weekend for simple category-based budget tracking without credit card syncing. Define categories with monthly limits and track expenses against them. Used daily since launch.

Adventury — Flutter iOS/Android App (2022)

Route planning app using OpenStreetMaps Flutter SDK. Select start and destination via map dialog, plot a route, and discover interesting locations near the route sourced from Atlas Obscura.

Foxcote Preserves — Flutter Web (2022)

Website for a jam-making hobby with a Firestore-backed recipe database, user registration portal, and batch selection system for ordering specific jams.

Phtiv-O-Dex — Flutter iOS/Android App (2022)

Pokemon reference app with a local SQLite database of 800+ Pokemon. Features search, detail views, and a weakness lookup tab optimized for quick battle reference.

Cwispy — Flutter iOS/Android App (2021)

Group restaurant decision-making app with a Tinder-style swipe interface. Users create accounts, connect with friends, and make group dining decisions. Integrated Google Places SDK on a Kotlin Ktor backend with push notifications.