

# DENNIS KUMAR

**Senior Full-Stack Developer** | React.js · Flutter · TypeScript · Redux · BLoC · Riverpod · Node.js

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## PROFILE

Senior Full-Stack Developer with 8+ years of experience building scalable consumer-facing web and mobile applications across fintech, iGaming, and e-commerce. Specialized in **React/TypeScript** and **Flutter**, with hands-on experience in payment systems, real-time data, and EU regulatory-compliant architecture. A strong advocate for design patterns and clean architecture, consistently applying proven patterns to keep codebases maintainable and scalable as products grow. Actively leverages AI-assisted development — using Cursor/Copilot for coding, Claude/ChatGPT for architecture problem solving, and AI tooling for code reviews and boilerplate generation to ship faster without sacrificing quality. Comfortable owning full product cycles — from architecture decisions to deployment — and collaborating closely with cross-functional teams in fast-paced environments.

## CORE SKILLS

Frontend	Mobile	Backend & Infra	Tools & Practices
React, TypeScript, Next.js	Flutter, React Native	Node.js, Supabase, Firebase	Git, CI/CD, Agile/Scrum
Redux, Redux Toolkit	BLoC, Riverpod	PostgreSQL, REST APIs	Code Review, TDD
CSS, SASS, Micro-frontends	Dart	Edge/Cloud Functions	Architecture Design

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## COMMERCIAL HIGHLIGHTS

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### Yolo Live88

Created the Timers service being used in live casino games.

*Stack: TypeScript, React.js, Redux*

### Yolo Original Games

Built the original mobile casino game experience, including Blackjack.

*Stack: Flutter, Dart*

### Ampwise AI

Created the first working MVP using OpenAI's API and email monitoring/parsing.

*Stack: React.js, TypeScript, Express, OpenAI*

### Morek.eu

Built the products page for customers to inquire for electrical components straight from Morek.

*Stack: Next.js, TypeScript, Azure Cloud*

### ERPLY

Built the full invoice module within a micro-frontend architecture.

*Stack: React.js, TypeScript, Micro-frontends*

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## EXPERIENCE

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### Senior Front-End Developer (React / Flutter)

**Yolo Group (iGaming)** · Tallinn, Estonia · *March 2024 – Present*

- Developed and shipped multiple real-money casino game clients in **ReactJS + Redux**, serving tens of thousands of active users across web and mobile platforms

- Built classic casino games (blackjack, baccarat, roulette) from scratch in **Flutter**, including custom animations using pre-calculated keyframe paths
- Implemented real-time WebSocket-based game state synchronization with timer services, ensuring sub-100ms UI consistency across client sessions
- Contributed to micro-frontend architecture decisions; led code reviews and drove refactoring initiatives that reduced bundle size and improved load performance
- Participated in architecture meetings, influencing tech stack decisions for new game client features

*Stack: ReactJS, TypeScript, Redux Toolkit, Flutter, Dart, WebSockets, BLoC, Riverpod, Freezed*

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## Full-Stack Developer (Freelance)

**Morek IT** · Tallinn, Estonia · *August 2023 – February 2024*

- Designed and built a full product catalog and procurement web app using **Next.js + Express.js**, enabling bulk cart management and seller inquiry flows
- Delivered end-to-end from architecture to deployment within a tight timeline

*Stack: Next.js, Express.js, TypeScript*

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## Senior Front-End Software Engineer

**Ampwise (Eleczap)** · Tallinn, Estonia · *September 2021 – October 2023*

- Architected the entire front-end layer of a B2B electrical components platform from the ground up, defining component structure, state management patterns, and API integration standards
- Collaborated directly with backend engineers on API contract design, reducing integration friction and cutting front-end bug rates during release cycles
- Maintained and scaled a TypeScript-first codebase across a 2-year tenure with multiple feature releases

*Stack: ReactJS, TypeScript, Next.js, REST APIs*

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## React Developer

**ERPLY Retail Platform** · Tallinn, Estonia · *September 2020 – August 2021*

- Designed and built the **Invoices module** from scratch using a micro-frontend architecture, serving ERPLY's retail client base across multiple markets
- Owned the full module architecture — data modeling, state management, and UI — delivering a reusable, independently deployable micro-frontend unit

*Stack: React, TypeScript, Micro-frontends*

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## Front-End Developer

**Cocreators OÜ** · Tallinn, Estonia · *June 2019 – October 2020*

- Developed full-stack features across web and mobile using React, Flutter, and React Native
- Built backend services using FastAPI and MongoDB to support product features

*Stack: React, TypeScript, Flow.js, Flutter, React Native, FastAPI, MongoDB*

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## Frontend Developer

**Norstat** · Tallinn, Estonia · *July 2018 – June 2019*

- Developed and maintained survey tooling and data processing pipelines using JavaScript, Python, and XML-based survey engines (Decypher)
- Built internal side tools using Django, React, Node.js, and Electron

*Stack: JavaScript, Python, jQuery, Django, Node.js, Electron, SPSS*

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## PERSONAL PROJECTS

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### **SlickBills** (*Active — Fintech*)

Fintech app for sending and receiving day-to-day invoices via username or QR. Features Gmail integration with automatic invoice parsing. Integrating EU stablecoin infrastructure (EURC) for in-app payments.

*Stack: Flutter, Supabase, Edge Functions, Node.js, React.js*

### **Klubiq (Active — Community)**

Community and membership platform for managing clubs, events, and member engagement in one place.

*Stack: Next.js, TypeScript, Supabase*

### **CourtSync (Active — Sports Tech)**

Tournament management app for racquet sports with real-time match tracking, bracket management and live score updates.

*Stack: Flutter, Supabase, BLoC*

### **SnapStake (Active — Social)**

Social challenge and peer-to-peer betting app with a moment-reveal mechanic. Users stake on personal challenges proven via in-app camera.

*Stack: Flutter, Supabase*

### **Viblix (Inactive)**

Handcraft marketplace connecting indie artists with buyers. Supports artist storefronts and curated product discovery — no dropshipping, no POD.

*Stack: Next.js, Supabase, TypeScript*

### **Radiun (Inactive)**

Music discovery app using a swipe-based format for underground artists, with 15–30 second samples linked to artist monetization platforms.

*Stack: Flutter, Firebase*

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## **EDUCATION**

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### **Bachelor of Science — Integrated Engineering**

TalTech, Tallinn · 2018

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## LANGUAGES

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- English (Fluent)
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## INTERESTS

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Music Production (FL Studio) · Badminton · F1 & Rally Sim Racing