

James Border

Senior Mobile Developer | Flutter/Dart Specialist

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15+ years experience in native & cross-platform application development with 7+ years specializing in Flutter/Dart. Proven track record modernizing and refactoring existing codebases into scalable, modular architectures. Expert in designing maintainable mobile applications from UI/UX to cloud backend, integrating RESTful APIs and third-party services with comprehensive testing strategies, native platform integration, and AI-augmented development workflows.

TECHNICAL SKILLS

Primary: Flutter/Dart, iOS (Swift/Objective-C), Android (Java/Kotlin), Bash, Python, JavaScript, JSON, Markdown, MySQL, HTML, CSS

Secondary: NodeJS, NestJS, PostgreSQL, GraphQL

Architecture: Provider, Riverpod, Cubit, Bloc, modular package design, SDK-style component architecture, shared library patterns

Services: AWS (Lambda, API Gateway, DynamoDB, Cognito, S3), Firebase (Auth, Functions, Hosting), Railway, Algolia, Content Stack, Salesforce Marketing Cloud, Adobe Experience Cloud

Payment Systems: Braintree, CyberSource, Stripe

AI Integration: Prompt engineering, conversational AI design, agentic coding workflows using Claude Code, Claude Messages API, Ollama, LangChain

Testing: Integration test suites, widget testing, unit testing, multi-environment test configuration (DEV/QA/PROD)

Tools: Xcode Cloud, IntelliJ IDEA, Xcode, Android Studio, Docker, Git, Postman, ProxyMan, Charles Proxy

CI/CD & Release: GitHub Actions, TestFlight, Google Play staged rollouts, App Store provisioning and submission

PROFESSIONAL EXPERIENCE

Independent Software Engineer — Artisan Digital Creative, Inc. 2012–Present

Develop and deliver mobile and web applications for clients and personal projects, leveraging hands-on experience to expand beyond traditional software engineering

Featured Projects

Case Files-With the Detective (App Store) - <https://casefiles.jamesborder.com/>

Flutter/Dart, AWS Lambda, API Gateway, DynamoDB, S3, Claude API, iOS In-App Purchases

Interactive mystery game where players solve classic detective stories through AI conversation.

- Engineered multi-persona LLM system with distinct character voices maintaining consistent personality across conversations
- Designed adaptive difficulty through prompt engineering, adjusting hint density, tone, and evaluation strictness per mode
- Built reasoning evaluation system gating progression on demonstrated understanding, not keyword matching

– <https://apps.apple.com/us/app/case-files-with-the-detective/id6745501487>

DropWord Puzzles (App Store) - <https://dropwordpuzzles.jamesborder.com>

Swift, SwiftUI, Game Center, In-App Purchases, AdMob

Designed and built a native iOS word puzzle game from the ground up in Swift and SwiftUI, shipping a fully playable product with zero external dependencies. Blends Scrabble-style letter scoring with gravity-based tile placement on a 9×9 grid, featuring daily challenges, haptic feedback, custom theming, and a 170,000+ word dictionary.

- Engineered real-time word detection and scoring engine supporting Scrabble letter values, bonus squares, wildcard tiles, dead-letter penalties, and cross-word validation — fully rescanning the board on every tile placement
 - Designed zero-dependency SwiftUI architecture with clean config/state/view separation, reactive theming for light and dark mode, and a 3-second animated undo system
 - Shipped daily challenge feature with seeded puzzle generation, persistent completion tracking, and context-aware UI state — all within the existing architecture without restructuring
- <https://apps.apple.com/us/app/dropwordpuzzles/id6759473475>

Sophi.bot (Web App)

Flutter/Dart, AWS Lambda, API Gateway, DynamoDB, S3, Firebase

AI-powered educational platform using Socratic dialogue to develop student critical thinking.

- Designed LLM prompt architecture inverting typical chatbot behavior — AI that asks questions rather than answering
- Built evaluation system generating comprehension reports without human grading through conversational AI
- Implemented privacy-first architecture (magic link auth, auto-expiring data, no PII) exceeding education compliance requirements

Selected Client Projects

- **TrackBill:** Four years of feature development on native iOS and Android apps for a legislative tracking startup. Built push notifications, offline sync, and advanced search against a complex API aggregating pending legislation at national and state levels
- **Pennzoil:** Native iOS/Android apps and Unity-based Google Cardboard VR experience featuring 360° immersive ride in a Ferrari 488 GTB — an early adoption of consumer VR technology
- **Arch Coal:** Enterprise iPad app for logging daily mining operations data — complex local business logic generating detailed daily operational reports, entirely offline-capable
- **Famous Footwear:** Led maintenance and new feature development of native iOS/Android retail apps, including shopping cart, store locator, and loyalty program integration
- **Monsanto:** Developed calculation engine for chemical and monetary conversions based on client-provided equations — intricate business logic translating agronomic formulas into user-facing tools
- **Tidy Cats - NoMorePU.com:** integrating multiple 3rd party api's allowed users to track the patrol, share their own "stinky" problems, and watch video series
- **Energizer - Now That's Positive Energy:** Mobile web app for promotional campaign, including integration with Bazaarvoice Platform for user generated content submission and display

Mobile Software Engineer / Architect | 12/2018–07/2024

Rack Room Shoes / Off Broadway Shoe Warehouse

- Led migration of full-featured customer loyalty applications from native iOS (Swift) and Android (Java) to Flutter/Dart, with the ability to switch between brands (Off Broadway, Rack Room Shoes) and development environments (DEV/QA/PRODUCTION) via secured in-app settings
- Developed as a conventional monolithic app, then decomposed into modular, independent, fully functional packages for improved build times, independent web service testing, and parallel development
- Built a comprehensive integration test suite that became essential for diagnosing issues encountered with upstream services
- Developed significant native platform channels for messaging, analytics, and payment processing (Salesforce Marketing Cloud, Adobe Analytics, Braintree, CyberSource)
- Collaborated across teams for UI/UX design, development, and quality assurance, and maintained app deployments to both iOS and Android stores

Mobile Software Engineer — Coolfire Media/Solutions03/2007–04/2012

- Served as lead developer on multiple 1.0 releases across health, promotional, and enterprise applications
- The iOS Budweiser's Band of Buds Vegas team app used by contestant teams to produce content with Facebook integration, real-time media posting to bandofbuds.com
- Native iOS apps for the Shock Top Virtual Sip, Earthworks, and The Final Challenge campaigns
- Developed health technology apps including Zuum Health Tracker (Washington University School of Medicine) for patient health history and disease risk assessment
- MPIRadCalc radiation dose calculator for cardiac imaging protocols
- Managed app provisioning, distribution, and App Store submissions for entire organization

EDUCATION

Webster University — Bachelor of Music in Music Theory and Composition

Webster University — Master of Music in Music Theory and Composition

University of Southern California — Scoring for Film and Television Program