

Dongmin, Yu

I'm Dongmin Yu, a developer who relentlessly digs for the better answer.

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A mobile developer with four years of building iOS and Android apps in Flutter and React Native. My core areas are New Architecture (TurboModule/Fabric) native modules, payment integration, 0-to-1 app launches, and app store review. I implement the boundary between cross-platform code and native SDKs myself.

Experience

Team REmited · React Native Developer

2026.04 – 2026.07

- Drove React Native client development for a rewards app on a two-person team: over 82 days I authored 77% of the repository's non-merge commits (1,054 of 1,369) and 144 pull requests, and left behind 105 test files, 115 technical documents, and 43 CI automation files.
- Single-handedly completed the React Native New Architecture (TurboModule/Fabric) migration and the RN 0.81 + Node 22 LTS upgrade, and designed a deploy-tracking tag convention while running 15+ store releases and 19+ OTA deployments.
- Solely designed and built three native libraries — on-device receipt OCR (ML Kit, VisionKit + Vision), a reward-ad SDK, and an offerwall SDK — moving receipt-recognition preprocessing from the server to the client. Also implemented Naver OAuth 2.0 login and a module wrapping Google Play In-App Review and Apple StoreKit `requestReview` behind a single API, in Swift/Objective-C and Kotlin.
- Unified four analytics SDKs (Amplitude, AirBridge, Notifly, Firebase) behind a single `Analytics.track()` interface, migrated 30+ files off direct SDK calls, and pinned the event taxonomy to a codegen contract that gates schema drift.
- Owned and filed 220 Jira issues, 139 of which shipped, and resolved 14 user-reported incidents. Diagnosed three separate root causes behind unpaid ad rewards and then designed a server-to-server callback structure, and — at 96.62% crash-free users — introduced a crash-ticketing process and an error-reporting abstraction.

CAMI Labs · Cross-platform (Flutter) & Full-stack Developer

2023.11 – 2026.01

- Led the 0-to-1 launch, operational stabilization, and continuous improvement of a Flutter (iOS/Android) app for a pet behavior/personality-type assessment and expert consultation platform.
- Resolved payment/policy issues (Apple review/payment policy) and built three PG payment integrations on PortOne, laying the groundwork for launch and B2B/B2G expansion.
- Built an observability system based on crash, log, and behavioral (funnel/retention) data to drive product improvements.
- Structurally managed state, model, and routing complexity using Riverpod, Freezed, and go_router.
- Achieved 85%+ positive responses for UI/UX in a user satisfaction survey.
- Led Apple DevRel meetings and resolved policy issues by arguing the service's characteristics (domestic-only, offline brokerage).
- Standardized the payment flow on PortOne and developed and published the `portone\_flutter\_v2` package.
- Led contracting and integration for three payment gateways (Toss Payments, Toss Pay, Kakao Pay).
- Built unified logging on Sentry + Crashlytics, reducing the time needed to identify the root cause of incidents.
- Linked analytics, session recording, and event logs by user identifier to lay the groundwork for funnel/retention analysis.
- Reliably handled complex entry/return flows with URL-based routing.
- Standardized the install/deep-link experience across iOS and Android using Universal App Links.
- Built a non-developer editing/publishing workflow that reduced content operations time.

Wegooli · Cross-platform Mobile App Developer

2023.05 – 2023.10

Wegooli is a mobility startup that has developed a car-sharing platform for public housing residents, including Bucheon's Ministry of Land smart-city project, among others.

- Led a rapid response to the existing app's Android SDK issues and the launch of a new Flutter app, improving overall app quality and performance.
- Rapidly built a componentized UI on a Figma design system, cutting development time by more than 30%.

Gbike · React Native Developer

2023.01 – 2023.04

Gbike is a mobility startup that operates the electric kickboard sharing service 'GCOO' across 50 cities domestically and internationally.

- Directly developed a React Native module that subscribes to real-time gait data computed from each device's supported sensors.
- Gained performance-optimization experience by directly using modern native module architectures and performance-monitoring tools such as Turbo Module, Hermes, and Flipper.
- Developed a native module that combines iOS's CMPedometer and Android's SensorManager to process step-count data in a unified way across platforms.
- Improved measurement accuracy by applying the AOSP step-detection algorithm to low-level accelerometer data, to support devices down to Android API 19.
- Built on a React Native Turbo Module-based architecture to reduce the JS-Native bridge bottleneck and improve response latency.
- Monitored and optimized memory usage and runtime behavior using Hermes/Flipper-based performance tracing.

Bside Korea is a shareholder-activism platform that lets minority shareholders in invested companies act together through shareholder verification, consolidation, and electronic signatures.

- Took part in overall development of the Flutter-based app and the RedWoodJS-based web app, understanding and implementing requirements on both the backend and mobile sides.
- The Flutter app was designed around proxy-voting delegation during the season, and automated shareholding verification and lounge-gathering features in the off-season.
- Implemented advanced data-integration features via Kotlin/Swift-based native functionality and a GraphQL API.
- Over 1,500 users participated in the actual proxy-voting delegation process, recording an average user feedback satisfaction score of 4.5.
- Using Flutter, built a service that collects electronically-signed proxy votes from minority shareholders for a specific stock during a campaign and delivers their consolidated opinions to the asset manager through the shareholders' meeting.
- Built the main components using Flutter's Material UI and official packages, and implemented ID card photo capture, e-signature storage, and voting for proxy delegation.
- Wrote native bridge code in Kotlin (Android) and Swift (iOS) to integrate with external scraping and the accredited-certificate (공인인증서) module.

Projects

flutter_receipt_scanner — A Flutter Receipt Scanning & On-Device OCR Plugin

2026.07

A federated Flutter plugin providing receipt image capture, crop, orientation normalization, JPEG compression, EXIF extraction, and on-device OCR on iOS and Android (pub.dev: https://pub.dev/packages/flutter_receipt_scanner).

- Designed as a federated plugin split across an app-facing package, a platform interface, and the iOS/Android implementations, with the platform message contract generated by Pigeon.
- Implemented both the camera and gallery paths — VisionKit document scanner with Vision OCR on iOS, the GMS document scanner with ML Kit OCR on Android — with a Dart-side OCR-floor gate that rejects captures below a recognition-quality threshold.
- Drew the boundary so the native layer owns image primitives only, leaving store/amount/date parsing, upload, and cloud OCR to the consuming app. Solely responsible for design, implementation, and pub.dev publishing.

react-native-receipt-scanner — A React Native Receipt Scanner Library

2026.05

A React Native receipt scanner that wraps ML Kit (Android) and VisionKit + Vision (iOS) behind a single API (npm: <https://www.npmjs.com/package/react-native-receipt-scanner>).

- Built exclusively for the New Architecture — calls go through JSI on iOS and the codegen-generated spec on Android, with no legacy bridge path. Results are returned as `file:///` URIs only, never base64.
- Provides camera and gallery scanning, interactive perspective-crop, JPEG compression, EXIF extraction, and on-device OCR for Korean and Latin script — with no network call and no external API key.
- Targeted the gap left by existing document-scanner libraries — on-device OCR and TurboModule support on both platforms — and solely handled design, native implementation, and npm publishing.

Merry — A Dart/Flutter Script Manager & VS Code Extension

2026.03

Merry is a script manager for Dart/Flutter projects that lets you define long, hard-to-remember scripts under short names and run them (pub.dev: <https://pub.dev/packages/merry>).

- Started from derry but added many features, and also built the vscode-merry VS Code extension to integrate into the existing ecosystem.
- vscode-merry shows script definitions in a browsable UI inside the VS Code Explorer, so they can be discovered, checked, and run without switching between YAML files and the terminal (published on the VS Code Marketplace).
- Solely designed, implemented, and published both the Dart package (merry) and the VS Code extension (vscode-merry).

react-native-step-counter — A React Native Step Counting Library

2023.01

A React Native library that subscribes to the user's step count via Android's StepCounter sensor and iOS's Core Motion (npm: `react-native-step-counter-newarch``).

- With 44 GitHub stars and 21 forks, this is the most widely adopted of my personal open-source projects (as of July 2026).
- Broadened device coverage with an accelerometer fallback for Android devices that lack a step-counter sensor, and uses Core Motion's CMPedometer on iOS.
- Built on a TurboModule architecture with a dedicated documentation site, and solely handled design, native implementation, and npm publishing.

Skills

Core Skills

Flutter

React Native

TypeScript

Skill Tags

Flutter

React Native

TypeScript

GitHub

NestJS

Figma

Firebase

Supabase

iOS

Android

Swift

Kotlin

OpenAPI

Postman

Activities

Elevating Code Quality with Trunk Check

2024.03

Sharing a case study on automating lint/format/security checks with Trunk Check and improving the development workflow.

Trunk Is Just the Start: A Field Report on Automating the Flutter Development Environment

2025.04

Sharing experience improving quality and speed through Flutter development environment automation and CI integration.