MIDDLE FLUTTER ENGINEER

Education

Bachelor's Degree,
Information Technology
Software

Language proficiency

English — B1

Domains

EventTech
Social
Geolocation
AdTech
Media

Middle Flutter Engineer with 6 years of commercial experience.

Middle Flutter Engineer with experience across the full mobile development lifecycle, including architecture design, scalable solution development, testing, release, and post-production support. Focused on writing clean, maintainable code aligned with UI/UX best practices. Experienced in App Store and Google Play release management, including submissions, updates, and communication with store reviewers.

Programming languages

Dart, HTML

Frameworks & Platforms

Flutter, Flutter Desktop, Flutter SDK, Platform Channels, Swift, Kotlin

State Management & Architecture

Bloc, Riverpod, Clean Architecture, SOLID, GetIt, RxDart

Networking & Integrations

REST API, Dio, Deep Links, Firebase, Matrix SDK, Yandex Maps, FlutterMap, Yandex Ads, GeoJSON, MapLibre, AppsFlyer

Data Storage

SQLite, Hive, Shared Preferences

Libraries & Utilities

AutoRoute, Freezed, Json_serializable, Equatable, Easy_localization, JustAudio, Local Notifications, Mobile Scanner, HomeWidget, HtmlEditor SDK, Device Info Plus, Firebase Crashlytics

Tools & Workflow

Android Studio, Figma, Git, GitHub, GitLab, Bitbucket, Jira, Confluence, Scrum, Kanban, Slack

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Projects

EVENTS APPLICATION

A mobile application for discovering and organizing events, ranging from local meetups to large-scale gatherings. The platform allows users to browse and search events by category, create their own events, and manage favorites for easy access.

Environment
Language: Dart
Architecture: Clean Architecture
Tech Stack: Flutter SDK, BLoC, Dio, REST API, AutoRoute, Swift, Kotlin, GetIt, Firebase, GitHub, Scrum, GeoJSON, MapLibre, easy_localization, FlutterMap, JustAudio, AppsFlyer, HomeWidget, Shared Preferences, Equatable, Figma, Jira, Confluence

Project roles
Flutter Engineer

Period
05.2025 - Till now

Responsibilities & achievements

- Developed application screens and business logic using BLoC and Clean Architecture, ensuring scalability and maintainability.
- Built a custom onboarding flow with map integration for country selection, improving user setup experience.
- Implemented event browsing, filtering, and search features for efficient navigation and discovery.
- Created custom animations and smooth transitions to enhance overall user experience.
- Implemented offline support and improved error handling to increase application stability and reliability.
- Added calendar integration and map-based event visualization to extend core functionality.
- Developed an audio player for streaming tracks from SoundCloud.
- Integrated HomeWidget for quick access to nearby events, including native development in Swift and Kotlin.
- Participated in code reviews, contributing to code quality and consistency.

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TICKET SCANNING APPLICATION

A mobile application for ticket scanning that enables users to read QR codes, validate tickets in real time, and display attendee entry status for events. The system helps streamline check-in processes, prevent fraud, and ensure accurate tracking of event attendance.

Environment

Language: Dart
Architecture: Clean Architecture
Tech Stack: Flutter SDK, BLoC, Dio, REST API, AutoRoute, GetIt, Mobile Scanner, Firebase, Equatable, GitHub, Figma, Jira, Confluence, Kanban

Project roles

Flutter Engineer

Period

01.2024 - 05.2025

Responsibilities & achievements

- Implemented a QR code scanning module with validation logic and real-time status handling for event check-in.
- Managed error handling and edge cases, including re-scanning, invalid tickets, and network-related issues, to ensure stable operation.
- Improved user experience during scanning by adding smooth animations and clear visual feedback for different states.
- Developed an organizer authentication flow using one-time codes for secure access.
- Designed and implemented API integration using Dio and REST principles, ensuring reliable communication with backend services.
- Built a modular and maintainable architecture based on Clean Architecture and the BLoC pattern.
- Participated in code reviews, contributing to code quality and team standards.

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SOCIAL NETWORK APPLICATION

A social networking mobile application for iOS and Android that enables users to create profiles, communicate via real-time messaging, and form communities. The platform supports group creation and management, including assigning leaders, to facilitate structured interaction and collaboration within user groups.

Environment

Language: Dart
Architecture: Clean Architecture
Tech Stack: Flutter SDK, BLoC, Dio, REST API, AutoRoute, Matrix SDK, YandexAds, YandexMaps, GetIt, Deep Links, HtmlEditor SDK, HTML, Firebase Crashlytics, Json_serializable, Shared Preferences, Equatable, GitHub, Slack, Scrum, Figma, GitLab, Confluence

Project roles

Flutter Engineer

Period

07.2021 - 01.2024

Responsibilities & achievements

- Developed application screens and business logic using BLoC and Clean Architecture.
- Configured and maintained multi-environment build flavors (dev/prod) to support release management.
- Implemented real-time chat functionality using the Matrix SDK.
- Integrated third-party services, including maps, advertising platforms, and analytics tools.
- Maintained and improved existing functionality through refactoring and debugging.
- Implemented deep linking and integrated Firebase Crashlytics for crash reporting and monitoring.
- Conducted code reviews to ensure code quality and consistency.
- Managed build and release processes for iOS and Android (App Store, Google Play).
- Collaborated with backend, QA, and frontend teams and participated in Scrum ceremonies.
- Demonstrated new features to clients and internal teams.

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DESKTOP APP FOR CHECKING NETWORK CONNECTION

Development of a cross-platform desktop application (Linux, macOS, Windows) for monitoring network connectivity. The application provides real-time display of the user's IP address, geolocation, and connection status, helping users track and diagnose network conditions.

Environment

Language: Dart
Architecture: Clean Architecture
Tech Stack:Flutter Desktop, REST API, Dio, AutoRoute, GetIt, Freezed, RxDart, Device Info Plus, Local Notifications, Bitbucket, Scrum, Platform Channels, Shared Preferences, Equatable, Figma, Jira, Confluence

Project roles

Flutter Engineer

Period

01.2020 - 07.2021

Responsibilities & achievements

- Developed cross-platform UI and business logic for displaying real-time network status, IP address, and geolocation data.
- Implemented periodic network checks (connectivity, latency, IP updates) with background execution and state synchronization.
- Integrated external APIs for IP resolution and geolocation, including parsing and mapping response data to UI.
- Configured native integrations via Platform Channels for Linux and macOS to retrieve low-level network information.
- Implemented logic for handling network changes (Wi-Fi/Ethernet switching, connection loss, reconnection).
- Optimized data refresh and UI updates to avoid unnecessary requests and improve performance.
- Added error handling for edge cases such as no internet connection, API failures, and invalid responses.
- Implemented local caching of last known network state to improve UX during offline scenarios.
- Refactored legacy parts of the codebase to improve maintainability and platform compatibility.
- Participated in Scrum processes, including planning, code reviews, and task estimation.

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Professional skills

SKILLS		EXPERIENCE IN YEARS
PROGRAMMING LANGUAGES	Dart	6
	HTML	5
FRAMEWORKS & PLATFORMS	Flutter, Flutter Desktop, Flutter SDK	6
	Swift, Kotlin	2
	Platform Channels	5
NETWORKING & INTEGRATIONS	REST API	6
	Dio, Deep Links	6
	Firebase	5
	Matrix SDK	3
	Yandex Maps, Yandex Ads	3
	FlutterMap, GeoJSON, MapLibre	2
	AppsFlyer	2
TOOLS & WORKFLOW	Android Studio	6
	Figma	6
	Git, GitHub, GitLab	6
	Bitbucket	4
	Jira, Confluence, Slack	6
	Scrum, Kanban	6
LIBRARIES & UTILITIES	AutoRoute, Freezed, Json_serializable, Equatable, Easy_localization, JustAudio	6
	Local Notifications, Mobile Scanner, HomeWidget, HtmlEditor SDK, Device Info Plus, Firebase Crashlytics	5

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