



Flutter developer



25 year old



Current location: Moscow



University: MIPT`20



Born in Yakutsk



About

I am a Flutter developer. At Konstructly LTD. I developed applications for the construction industry in the UK. Before that I was involved in mixed reality for a long time, because of which I am passionate about VR/AR/MR technologies. Previously I was in a student organisation called Phystech.Radio, where I was a supervisor for 2 years. I love the product approach to development. The priority is to create a quality and user-friendly product.



Experience

Konstructly LTD.



[iOS App](#), [Android App](#)



[Web Site](#)

Development of an application for the construction industry in which the relationship between workers, foremen, accountants is optimised. The application solves the pain of inconsistent reporting and dealing with the result of the workers.

Flutter developer

February 2022 – December 2022

▼ Key skills

Flutter, Dart, Dart DevTool, GetX, Provider, REST API, Linear, Jira, Figma, GitHub, Dio

▼ Competencies

Most of the application was done in collaboration with another developer. My duties included: full page layout with animations, page logic (using Provider and GetX), network layer (Dio + interceptors), error handling and data uploading, form data validation, CI/CD setup, basic engineering analytics with Amplitude, error analytics with Sentry

Also, the work included identifying requirements for backend logic based on the design. The work was based on Backend For Frontend (BFF) paradigm

Kotlin Backend developer

October 2022 – December 2022

▼ Key skills

Kotlin, Jersey, IntelliJ IDEA, REST, Google API

▼ Competencies

I got involved in writing the backend part of the application. Writing endpoints, creating business DTO models, writing tests, creating JWT Token for authorization, Google / GitHub authorization, bug fixes

No Finish Line LTD.



iOS App



Web Site

Flutter developer

August 2021 – April 2022

A British start-up developing an alternative running app, PAWEN, with a cholestic approach. The app was mainly written for iOS

▼ Key skills

Flutter, Dart, Dart DevTool, Provider, DI, Get_it, Firebase, Markdown Packages, TestFlight, GitHub

▼ Competencies

My responsibilities included: full page layout with animations (pixel perfect approach) and transitions (used Provider and DI). Standardizing app writing style, fixing bugs, deciding on architecture and app development in general, push notifications, building questionnaire architecture

RAMAX GROUP



iOS App (could not work)



Web Site

Junior iOS developer

May 2021 – January 2022

I developed the Aeroflot application on RxSwift. Worked with MVVC architecture, fixed bugs, wrote new functionality, such as selecting a date range in the calendar. Worked on RusAgroTrans application in Flutter.

Used corporate tools Bitrix24, Jira, GitLab, Confluence. Solved the tasks quickly and with high quality.

▼ Key skills

Swift, UIKit, RxSwift, Xcode, Git, GitLab, Jira, Confluence, Slack, AppStore Developers

▼ Competencies

I implemented the tasks set in Jira

Strata Solutions



Web Site

Software engineer

July 2020 – May 2021

Project manager and developer of mixed reality applications for Microsoft HoloLens 2 glasses since 2020.

Developed, tested and designed a mixed reality application visualising an oil and gas field.

Procured these glasses, conducted market research on the position of the mixed reality technology in Russia and registered the results of intellectual activity (product registration numbers: RU 2020661076 and RU 2020614899)

I Developed the Intern task and supervised the intern to get the results.

▼ Key skills

C#, Unity, MRTK 2.0, MySQL, Python, Blender

▼ Competencies

R&D, market research, procurement, tasking, architecture development, client-server interactions

Junior engineer

August 2018 – July 2020

Developed a mixed reality application for Microsoft HoloLens glasses from scratch. Created basic UI/UX, wrote, developed and rewrote the application architecture three times, and optimised Unity. Developed a simple TCP client-server application. Worked with Photon Unity Network.

Tested hypotheses of implementing this technology in Russian oil and gas companies. Wrote numerous reports and made many report presentations

▼ Key skills

C#, Unity, MRTK 2.0, Power Point

▼ Competencies

Independently researched the market, developed application architecture, set objectives, delivered project reports

Computational Materials Discovery Laboratory



[Web Site](#)

Junior engineer

November 2017 – August 2018

I studied relaxation of polymer structures using SiO₂ as an example. In Python, I wrote an algorithm for predicting polymer polyhedral structures for the USPEX program developed by Artyom Oganov's lab. Relaxation of structures was done using VASP

▼ Key skills

Python, USPEX, VASP, BASH

▼ Competencies

I Implemented the tasks assigned



Education

Moscow Institute of Physics and Technology (MIPT)

Phystech School of Radio

Master's degree

Engineering and Computer
Technology

2018 - 2020

A great emphasis at the Department of Science Engineering was placed on the subjects needed in the future for a specialist in the oil and gas field. Example of courses: statistics, machine learning, introduction to the oil and gas field, geology, hydrodynamics.

The topic of the thesis

Optimization of the borehole geometry taking into account the geomechanical model of borehole stability

GPA

4.7 / 5

Moscow Institute of Physics and Technology (MIPT)

**Department of Molecular and
Chemical Physics**

Bachelor's degree
2014 - 2018

The main subjects studied are mathematical analysis, algebra and analytical geometry, general and theoretical physics, probability theory, chemical physics, programming, English. In the 3rd year, I replaced the chemical physics course with courses in C++ and Python.

The topic of the thesis

Creation of an algorithm for predicting polymer polyhedral structures

GPA

4.4 / 5



Hobbies

I like something new

I like

Traveling

I used to

do sambo

I passioned about

media: podcasts,
radio, SMM.

Play football

I made videoclips and podcasts as a student and was head of student media organisation "Phystech.Radio" for 2 years.

I'm a movie buff, watched a lot of old movies and wrote reviews about them

Contacts

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[Twitter](#)



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