

IBROHIMBEK DAVRONBEKOV

FLUTTER DEVELOPER



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SKILLS

- SQLite
- Firebase
- REST API
- Animation
- OOP
- Flutter, State management:
Flutter Bloc/Cubit, Provider
- GitHub, GitLab
- Figma
- SOLID
- Dart
- MVVM

EDUCATION

2022 - 2023 - Najot ta'lim
Center of modern professions
Course foundation: C, Python basic
Course bootcamp: Flutter mobile

2022-Present time Everest
English language course - Elementary

LANGUAGE

English: elementary
Russian: elementary
Uzbek: native

PROFILE

A flutter developer, who is passionate about delivering, engaging, and visually compelling applications with user-friendly interactions that drives business growth and improve UX with 1 years' experience in cross platform mobile development using flutter.

EXPERIENCE



KIDS BRAIN

Nov. 2022 - Dec. 2022

I have designed an app that test kid's skills on alphabet, numbers and basic math

- Used **Shared preferences** to keep some data in memory
- **setState** is used as state management
- Used **Easy localization** to provide language switching in the app
- Additional **Cupertino show dialog** and **Lotties** were used for the app design
- Play store: [Kids Brain](#)



RECIPELY

Feb. 2023 - Mar. 2023

I have created an app on recipies and nutritions

- Additional **Cupertino show dialog**, **Lotties** and **Shimmer** were used for the app design
- **Flutter Bloc/Cubit** is used as state management
- The application is developed on the **MVVM** architecture
- Due to the large amount of data coming from the API in the application, it takes a long time to output on a single page, so **Pagination** is used to avoid this
- Used the **Dio** package to get data from the API to the application
- The application uses a **Multi repository provider** as a dependency injection
- The **Equatable** package was used to avoid problems when comparing identical objects
- Play store: [RecipeLy](#)



ISHONCH 571

Dec. 2022 - Mar. 2023

This app is a team app with more than 5 people participating. The app was created for an electronics store.

- Additional **Lotties**, **Carousel slider** and **Shimmer** were used for the app design
- **Flutter Bloc/Cubit** is used as state management
- The application is developed on the **MVVM** architecture
- The **Cached network image** package is used to cache the images coming from the API
- Used the **Dio** package to get and post data from the API to the application
- The application uses a **Get it** package as a dependency injection
- The **Equatable** package was used to avoid problems when comparing identical objects
- In the application, the **Yandex map** was used for the customer to determine the place where the product should be delivered during the process of ordering the product.
Google map is used in the UI so that the client can determine the address by looking at the map
- Used **Firebase push notification** to notify the customer that a new product has been added
- Play store: [Ishonch-571](#)