

Javokhir Jambulov

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Software Engineer

Career Summary

Results-driven software engineer with over 2 years of experience in Android and WebView development. Focused on building reliable, high-performance mobile applications and scalable front-end systems. A proactive learner and collaborative teammate who takes ownership of quality, shares knowledge openly, and continuously improves both code and process.

Technical Skills

Android (Native): Kotlin, Scala (Scaloid), Jetpack, Jetpack Compose, Clean Architecture (MVVM), WorkManager, Coroutines, Play Billing, Credential Manager, Firebase (Analytics & Crashlytics), AdMob, Notifications, Foreground Services, Gradle, Material Design, Retrofit, LeakCanary, JUnit testing

Web / WebView Integration: TypeScript, JavaScript, React, DOM, HTML, CSS, Vite, Canvas API, Web Workers, REST APIs, OAuth 2.0, i18n, Google Maps API, HTML5 Drag & Drop, CORS Handling, NPM, localStorage, IndexedDB, PostgreSQL

Cloud & Tools: AWS S3, Firebase (Storage & Realtime Database), Google Cloud Platform, Git, CI/CD

Experience

Software Engineer | Onsquare | Seoul, South Korea

Aug 2024 – present

Soundcorset (30M+ Downloads) - [Website](#)

Tuner & Metronome designed for musicians.

Android (Native):

- Modernized **Android SDK 14 → 16**, and adapted to predictive back gestures, and edge-to-edge UI standards.
- Migrated to **Credential Manager**, streamlining authentication — reducing average sign-in time by up to **50%**.
- Increased premium conversion by redesigning the **paywall** and subscription flow by updating to **Play Billing v8**.
- Stabilized **foreground services** by diagnosing and resolving ANR and memory leaks using **Firebase Crashlytics** and **LeakCanary**, resulting in smoother performance.

WebView (Frontend Integration):

- Migrated legacy **JavaScript** to **TypeScript**, improving type safety, maintainability, and reducing runtime errors.
- Developed an **in-app drawing system** using the **HTML Canvas API** and **Web Workers** (no third-party libraries).
- Built a dual storage and sync system for drawings: cached locally in **IndexedDB** and automatically uploaded as Blobs to **AWS S3** via a custom backend API.
- Integrated **GCP Logging** for front-end error monitoring, enabling faster production debugging.
- Fixed **CORS** and legacy compatibility issues by adding **polyfills** for older WebView environments.

Looina (Web Project) - Currently in development

A platform enabling users to create and customize apps without developer intervention.

- Replaced **Sortable.js** with a custom **DragHandler** built using the native **HTML Drag & Drop API**, improving performance and reducing dependency footprint.
- Developed interactive maps using **Google Maps API**, implementing custom markers, InfoWindow interactions

Education

Bachelor's Degree | Integrated System Engineering | Inha University

Sep 2020 – June 2024

- GPA: 4.28 / 4.5 | Rank: 2 / 35 | Scholarships: 5× Academic Excellence Awards
- Related modules: C++, Python, IoT Application Systems, Computer Networks, Data Structures, Database Design

Projects

Take Notes - [Google Play Link](#)

- Built a note-taking app with clean **MVVM architecture**, **Room (KSP)** database for offline persistence.
- Integrated **AdMob** and **Google Play Billing IAP** for monetization.

Open Source Pomodoro App - [Github Link](#) | [Google Play Link](#)

- Made with **Kotlin** using clean MVVM architecture with **LiveData/Coroutines**, **notifications**, **Foreground service**, **Broadcast Receivers**