Narek Manukyan
Flutter Developer | Software Engineer | Team Lead
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Current Location: Armenia, Yerevan
Nationality: Armenian
Preferred job: remote work, ready for relocation to the USA (visa is needed).

Summary:

- Over 6 years of experience in software development, specializing in mobile apps with Flutter.
- Bachelor's degree in Software Engineering from the National Polytechnical University of Armenia.
- 2 years of hardware development experience, including system design with Raspberry Pi, demonstrating versatility in both software and hardware.
- 4+ years as a Flutter Developer, advancing to Team Leader, with expertise in integrating real-time chat, video calls, payment processing, and third-party APIs.
- Successfully led projects across diverse industries, including healthcare, hospitality, retail, fitness, luxury services, recruitment, and cryptocurrency trading.
- Adaptable and innovative, delivering tailored solutions in fast-paced environments.
- Committed to continuous learning, and staying current with the latest technologies and development trends.

Skills:

Flutter, Dart, MobX, BloC, Freezed, REST API, CI/CD, Swift, Kotlin, WebRTC, WebSocket, Firebase, Stripe, Figma, Google Cloud Platform, Flutter WEB, Online payments, Video streaming, In-app purchases, React, Rust, flutter_rust_bridge, TradingView, HighCharts, Zendesk, Java, Raspberry Pi 4, distance sensors, Python, Python QT.

Experience:

Company: M-One (IT Services and IT Consulting)
Position: Flutter Developer & Team Leader
Time: May 2020 - till now (4 years and 3 months)
Location: Armenia (On-site)

M-One is a software design and development company specializing in web and mobile application development. In this company, I worked both as an individual Flutter developer and as a Team Leader, simultaneously managing 3-4 projects.

Project 1: Viveo Health is a white-label platform for insurance providers, doctors, and patients, enhancing access and affordability of healthcare services through features like health data management and telemedicine. The project was created from scratch and developed for 1.5 years for the Estonian market, then the product was scaled to the global market. My role was Flutter developer.

- In the team of 10 people, I was responsible for the chat and video call module, as well as for the correct **UI/UX.**
- Used technologies: **Flutter, Dart, MobX, Rest API, Freezed, Swift, Kotlin, WebRTC, WebSocket, Firebase, Stripe, Figma.**

Project 2: [Fudy](#) is a QR code platform that enhances the dining experience in restaurants and hotels. It allows customers to easily order and pay via their smartphones, streamlining the process and reducing wait times. During 7 months I led the project's development within a team of 12 people. My role was Team Lead Mobile.

- Managed a team of 4 mobile developers.
- Was responsible for proper **UI/UX.**
- Led project development using **Flutter, Dart, MobX, REST API, Freezed, CI/CD, Swift, Kotlin, WebSocket, Firebase, Stripe, Google Cloud Platform, and Figma.**

Project 3: [JITMeal](#) POS is an online cash register system that automates and speeds up all business processes from order acceptance to the full report and profit of the institution. The project was created from scratch by a team of 7 people (3 Flutter Developers). My role was Team Lead Mobile.

- Managed a team of 3 mobile developers.
- Developed the application **architecture** for orders and order processing,
- Optimized the **Web version of the application**.
- Was responsible for proper **UI/UX**.
- Used technologies: **Flutter, Dart, MobX, Freezed, REST API, Flutter WEB, WebSocket, CI/CD, Online payments, Figma.**

Project 4: [HiLife](#) is a stretching app, designed to unlock your body's full potential and elevate your well-being. This project was completed in 2 months in a team of 4 people (2 Flutter Developers).

- Developed the video player,
- Rewrote the architecture of the application,
- Added data caching
- Did an optimization of the application, which improved the app's starting speed from 15 seconds to 200 milliseconds.
- Was responsible for proper UI/UX.
- Technologies used: **Flutter, Dart, MobX, Freezed, REST API, WebSockets, Video streaming, In-app purchases, CI/CD, Online payment, Figma.**

Project 5: [Perfect.Life](#) is a premium concierge services app that provides 24/7 access to luxury experiences and goods. It offers personalized assistance for travel arrangements, fine dining reservations, exclusive event access, and sourcing luxury items. With a team of 7 people, we developed a product MVP in 6 months. My role was as the sole Flutter developer on the project.

- Developed modules: chat with concierge, event calendar, list of ready events to attend.
- Was responsible for proper UI/UX.
- Technologies used: **Flutter, Dart, MobX, Freezed, REST API, WebSockets, Online Payments, Firebase, Figma, CI/CD.**

Project 6: [HR Drone](#) is an anonymous recruitment platform that promotes fair hiring by focusing on candidates' skills and qualifications rather than personal backgrounds. The project was built from scratch in 1 year with a team of 8 people (2 Flutter Developers).

- Created mobile app: module with registration, questionnaires, job listing, job match percentage, and more.

- Was responsible for proper UI/UX.
- Technologies used: **Flutter, Dart, MobX, Freezed, REST API, Flutter WEB, WebSocket, CI/CD, Figma.**

Project 7: [Bitsgap](#) is a cryptocurrency trading platform that offers automated trading bots and portfolio management tools, allowing users to manage their digital assets across multiple exchanges from a single interface. The project was being developed by a team of 10 people (5 Flutter Developers). My role was Team Leader of Mobile.

- Lead a team of 4 developers.
- Created a mobile application from scratch, including its architecture.
- Integrated the application with Rust using flutter_rust_bridge.
- Added passkey support to enhance login security.
- Wrote code in React to integrate with TradingView, HighCharts, and Zendesk.
- Used technologies: **Flutter, Dart, MobX, Freezed, REST API, React, Rust, WebSocket, In-app purchases, Stripe, CI/CD, TradingView, HighCharts, Zendesk.**

Company: [10X Engineering](#)
Position: Software Engineer
Time: October 2018 - May 2020 (1 year and 8 months)
Location: Armenia (On-site)

10X Engineering designs and integrates automated test systems for wireless products, offering custom hardware and software solutions, including RF record and playback capabilities.

Project 1: Smart Mirror. Designed and developed a smart mirror for marketing and advertising purposes, featuring the ability to display advertisements when viewed from a distance and functioning as a regular mirror when approached.

- A solo developer created a project from scratch in 6 months, including software (Java, Firebase) and hard (Raspberry PI 4, distance sensors) product development.

Project 2: PinoKIT is an affordable and functional hands-on learning platform for engineering and STEM students. It consists of multiple subject-based educational kits, including [Digital Logic Trainer](#) and [DC Electronics Trainer](#), to help students bridge the gap between theory and practice through engaging experiments.

- Working in a team of 2 people I was responsible for hard (Raspberry Pi4) and soft (Python, Python QT, Figma) product development.

Education:

Bachelor's degree in Software engineering, National Polytechnical University of Armenia, 2020

Languages:

Russian - Full professional proficiency
Armenian - Native or bilingual proficiency
English - Limited working proficiency