

Umid Mamasoliev

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SUMMARY

Mobile app developer with a focus on Flutter and a passion for creating high-quality, user-friendly, and visually appealing mobile applications. Proficient in Dart programming language and experienced in using domain-driven design patterns, BLoC architecture, and Firebase. Adept at utilizing version control tools such as Git, Github, GitLab, and Bitbucket to manage projects and collaborate with team members. With a deep understanding of the latest technologies and tools in the industry, I consistently bring creative solutions to complex problems and ensure that every aspect of a project meets the needs of both the client and the end-user. Strong communicator and team player, always seeking new challenges and opportunities to expand my knowledge and skills in the field of mobile app development.

EXPERIENCE

Software Engineer iTechArt Group

April 2022 – Present, Tashkent, Uzbekistan

- Developed an application that addressed business challenges and followed a development specification, resulting in overall user satisfaction.
- Created a set of reusable components that reduced development time by 30% and simplified the development process.
- Demonstrated proficiency in Dart and Flutter technologies, utilizing tools such as Chopper, Domain-Driven Design pattern (DDD), Firebase, Firebase Crashlytics, Localization, and animation-related tools.
- Participated in project team meetings, leading to well-coordinated development processes, with an average of 3 pull requests and 5 code reviews per week. Effectively communicated with stakeholders, including peers, architects, business analysts, project managers, QA, and other technology staff.
- Delivered high-quality solutions that meet business requirements, resulting in a 90% code pass rate in code reviews.
- Implemented advanced Flutter features, such as animations and user interfaces, contributing to a visually appealing and engaging user experience.

Software Engineer OKS-TECHNOLOGIES

November 2021 – March 2022, Tashkent, Uzbekistan

- Developed mobile applications from scratch and met project deadlines consistently, ensuring on-time delivery and high-quality code, as validated by team members and management.
- Enhanced application architecture and boosted performance by up to 25% through the implementation of the BLoC architecture pattern and Hive for offline data management and synchronization.
- Integrated Leaflet for seamless maps and geolocation functionality.
- Demonstrated proficiency in using Git/Github/GitLab for source code management and collaboration.
- Used Figma for effective UI/UX design. Implemented smooth and interactive animations, bringing the applications to life and elevating the overall user experience.
- Contributed to the success of projects and the company through strong teamwork and collaboration with cross-functional teams.

Flutter Engineer Freelance

May 2020 – May 2021, Uzbekistan

- Created an innovative Flutter application for the education sector, enhancing student learning with an intuitive and user-friendly interface.
- Developed a taxi service app using Flutter, offering a seamless user experience and sophisticated driver-matching and passenger rating algorithms.
- Maintained on-time delivery record for all Flutter projects, consistently exceeding client expectations.
- Displayed extensive knowledge and proficiency in Flutter development through the successful completion of challenging projects, utilizing my expertise to drive innovation and achieve outstanding results.

EDUCATION

Bachelor of Science in Computer Science and Engineering INHA University in Tashkent • Tashkent, Uzbekistan • 2023

SKILLS

Languages: English, Russian, Uzbek

Technical Skills: Flutter, Dart, BLoC, Firebase, Firebase Crashlytics, DDD, Maps, Geolocation, Hive, Dio, Chopper, Figma, Adobe Xd, Postman, Jira, Asana, Gitlab/GitHub/Bitbucket, Syncfusion