Anas Erkinjonov

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TECHNICAL SKILLS

Proficient: Kotlin, Java, Jetpack Compose, Dagger/Hilt, Coroutines/RxJava, SQLite, Socket/RESTful APIs, MVVM/MVI, Unit/UI testing,, Git, Docker
Competent: Kotlin Multiplatform, Compose Multiplatform
Familiar: C/C++, Android NDK, GraphQL

EXPERIENCE

Android Software Engineer
Unical

June 2021 – Present
Tashkent

- Improved code quality and stability with increasing test coverage from 40% to 75% with unit and integration tests.
- Integrated CI/CD pipelines using GitHub Actions/GitLab CI to automate testing and deployment processes, reducing the release cycle time and enhancing deployment reliability
- Utilized code-driven approaches for UI creation to optimize performance and enable dynamic content handling.
- Developed a Fragment-like component for screen management, incorporating swipe-to-close functionality and automatic landscape mode handling.
- Implemented offline mode, allowing users to perform various tasks without internet connectivity. Utilized SQLite for local data storage and ensured seamless synchronization with the server upon reconnection.
- Implemented a robust logging system to track app behavior, monitor performance, and debug issues effectively, resulting in increased app stability and a 30% decrease in crash rates.
- Developed an Android library optimized for interfacing with POS printers, capable of establishing connections via Bluetooth, USB, or Ethernet for seamless printing operations.
- Added a feature to an iOS application enabling printing of images in POS printers, expanding the app's functionality and usability.
- Developed and collaborated on a Flutter-based desktop application, leading the creation of data and domain modules, database setup, and networking components within a cross-functional team environment.

Freelance Android Software Engineer
Upwork

Feb. 2021 – June 2021

- Collaborated directly with clients as a freelancer, understanding their requirements and delivering customized solutions to meet their needs.
- Enhanced app UI to align with Material Design guidelines, incorporating intuitive animations for a more engaging user experience.
- Transitioned legacy codebase to the MVVM architecture pattern, while adhering to clean architecture principles by modularizing code for improved maintainability and scalability.
- Implemented advanced features such as read receipts, message info screen, and auto-delete functionality, similar to WhatsApp, within a chat application built on Firebase infrastructure, enhancing user engagement.

EDUCATION

Tashkent University of Information Technologies
Software engineering

TUIT
Aug. 2019 – April 2021 (Incomplete)

- Algorithms and Data Structures, Operating Systems, development methodologies, Database management systems, development tools, and collaborative team projects

PROJECTS

Bito 2.0 - ERP Application   June 2021 – Present
- Developed Bito 2.0, a ERP system from scratch, integrating modules for POS, inventory, finance, HR, logistics, and supply chain management.
- Utilized Kotlin and Java in a multi-module MVVM architecture, employing Kotlin Coroutines for concurrency and Room for database management.
- Implemented manual dependency injection, code-driven UI, and Firebase for real-time communication, following Scrum methodology.
- Ensured high-quality code through CI/CD pipelines with GitLab Actions and thorough testing using JUnit and Espresso.

Taxi Driver - white-label app   May 2023 – Present
- Developed Taxi Driver, a mobile app designed for taxi drivers to manage ride requests, offering real-time navigation, offline fare calculation, ride history, and a driver rating system.
- Utilized Kotlin in an MVVM multi-module architecture, with Kotlin Coroutines for concurrency and Room for database management.
- Implemented Hilt for dependency injection, WebSocket and Firebase for real-time communication, and OpenStreetMap (OSM) for navigation services.
- Ensured seamless development using GitLab Actions for CI/CD, with a user interface built in XML.

Market - white-label app   Aug 2023 – Dec 2024
- Developed the Market app, an e-commerce platform allowing users to browse, search, and purchase products across categories such as groceries, electronics, fashion, and home goods.
- Utilized Kotlin in a multi-module MVVM architecture with Kotlin Coroutines for concurrency, Room for database management, and Hilt for dependency injection.
- Integrated WebSocket and Firebase for real-time communication and followed Scrum methodology for agile development.