# Michael Lazebny

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## Summary

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With 3+ years of experience in software development, I have been a part of over 10 successful projects, both large and small. My expertise lies in estimating, planning, and implementing product features, including unit, widget, and integrated testing.

I have a strong passion for results-driven and quality code, while fostering a positive work environment. I work well both in teams and independently, and have experience in leading and mentoring others. Writing code is a thrill for me, and I am an active member of the open-source Dart community with several repositories and contributions to packages.

#### Skills:

- Dart, Flutter
- Responsive/Adaptive Design
- BLoC, Inherited Widgets
- Reactive programming (Streams, Transformers, sync\*-async\*)
- Clean and readable code
- Team collaboration, Agile, Scrum
- Feature-based architecture
- Business-minded approach
- Declarative approach with Navigator 2.0, GoRouter, and AutoRoute
- English proficiency (B2 level)
- Native modules (Kotlin/Java, Swift, and JavaScript)
- Pigeon for Method Channel
- GraphQL
- Drift.

## **Experience**



## 💶 Flutter Software Engineer

PurplePlane

Nov 2021 - Present (1 year 6 months) Mobile apps development: IoT, fintech, B2B

#### My acknowledgements:

- Established code reviews & PR and branches managing
- Implemented purchases via markets

- Added analytics with custom events and conditions
- Implemented architecture, folder structure and starter for the project
- Planned, estimated, implemented business features
- Managed & decreased tech dept
- Added Navigator 2.0
- Added data update in the background(geolocation, pedometer steps)
- Created CICD pipeline
- Configured strong lints and refactored application
- Implemented responsive layout
- Created adaptive dark & light theme

## .

#### Flutter Software Engineer

### **PashaPay**

Feb 2022 - Aug 2022 (7 months)

Fintech banking startup.

#### My achievements:

- communicated with team, shared my own ideas
- implemented applinks and declarative navigation approach
- implemented business features
- completed almost each sprint on time
- added firebase analytics, firebase messaging
- mentored & onboarded Flutter developers
- actively fixed critical bugs



#### Flutter Software Engineer

#### HardDays

Apr 2021 - Nov 2021 (8 months)

Creation of cross-platform applications. Implementation of business features and architecture.

#### Some of my achievements:

- implemented cross-platform WebRTC calls using the Agora library
- used Navigator 2.0 for the first time
- migrated the application to a more maintainable and extensible architecture
- implemented real-time facial recognition using machine learning
- reduced the size of the application from 250 MB to 100 MB
- successfully delivered over 50 business features without falling a sprint
- redesigned the interaction with the GraphQL API
- added smooth and beautiful animations
- written clean and performant code
- set up WebSocket communication with backend
- added Google Analytics and various custom events
- implemented payment through Google/Apple Pay and app stores
- implemented continuous integration and continuous delivery/deployment (CI/CD)
- released a subscription and follower feature
- implemented background audio and music playback

## **Education**



## Self-educated

Apr 2006 - Present

## **Skills**

Dart • English • Object-Oriented Programming (OOP) • Scrum • Amazon Web Services (AWS) • Gitlab • QA Automation • Docker • GitHub Actions • SQLite