

# SAMVEL PETROSYAN

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## FLUTTER ENGINEER

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### PROFILE

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I am an experienced Flutter Developer with a background in Android development. With over 6 years of professional experience in software development, I have developed a deep understanding of mobile application development and the latest industry trends.

After spending 3 years as an Android Developer, I made the switch to Flutter and have never looked back. As a passionate Flutter Developer, I have developed a comprehensive understanding of the Flutter framework and its capabilities, as well as expertise in the Dart programming language.

Throughout my career, I have delivered high-quality mobile applications for both Android and iOS, working closely with cross-functional teams to design, develop, test, and deploy mobile applications that meet business requirements and user needs. I have a proven track record of implementing new features, fixing bugs, and optimizing performance, ensuring that our applications provide the best possible user experience.

As a self-motivated individual with excellent problem-solving skills, I thrive in a fast-paced, agile environment. I have excellent communication skills and am able to work effectively as part of a team or independently, as required. I am always eager to learn and keep up-to-date with the latest technologies and best practices, ensuring that my skills remain relevant and valuable.

If you're looking for an experienced Flutter Developer with a background in Android development, I would love to hear more about your project and see how I can help bring your vision to life.

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### EXPERIENCE

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| 2023 - Present | <p><b>GSOFT</b><br/><i>FLUTTER ENGINEER/TECHNICAL PROJECT MANAGER, YEREVAN, ARMENIA</i><br/>As a Flutter developer at GSOFT, my current role involves serving as a full-time project manager for the Laboratory Information System (LIS) project. Our team is focused on creating a connection between laboratory equipment, users, and staff in Armenia, and this LIS project is the first of its kind in the country. I find working with this new technology to be highly engaging, as it allows me to constantly expand my knowledge and explore it in greater depth.</p> |
| 2022 - 2023    | <p><b>ANDERSEN LAB</b><br/><i>FLUTTER ENGINEER, LATVIA (REMOTE)</i><br/>During my time at ANDERSEN LAB, I worked on a project called AERtemp, which was designed as a management tool for businesses. The app we developed allowed companies to oversee the work of their employees, manage user data, track orders, and handle accounting. It was an exciting opportunity for me, as it was my first experience collaborating in a cross-cultural and cross-religious team.</p>  |

2022 - 2022

**ATLAS EUROPE**

*FLUTTER ENGINEER, POLAND (REMOTE)*

I was employed as a remote Flutter Engineer at this company, which marked my first experience working remotely. My main focus was on a project known as "Holiday Swap," an application designed for tourists interested in home exchange. This app enabled users to trade homes with other individuals living in different countries.

2019 - 2022

**CODICS**

*FLUTTER ENGINEER, YEREVAN, ARMENIA*

After dedicating three years to Android development, I discovered Flutter. Since I was eager to create applications for both Android and iOS, Flutter proved to be an ideal technology for me. After discussing the matter with my employer, we mutually agreed to transition to Flutter.

2018 - 2019

**CODICS**

*ANDROID DEVELOPER, YEREVAN, ARMENIA*

During my tenure as an Android developer at Codics, spanning two years, I had the pleasure of crafting five stunning applications. The opportunity to work alongside esteemed senior developers proved to be an invaluable experience, as I was able to hone my craft and gain invaluable insight into the intricacies of the field.

2016 - 2018

**GSOFT**

*ANDROID DEVELOPER, YEREVAN, ARMENIA*

My time at GSOFT served as an exceptional launchpad for my career, providing me with a wealth of opportunities to grow and develop my skills. While my primary focus was on accounting projects, I also had the chance to take on a personal project and create a captivating Android game from scratch.

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## EDUCATION

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2017 - 2021

**AMERICAN UNIVERSITY OF ARMENIA**

*BACHALOR'S DEGREE, COMPUTER SCIENCE, YEREVAN, ARMENIA*

2014 - 2017

**ANANIA SHIRAKATSI LUCEUM**

*HIGH SCHOOL DIPLOMA, MATH AND COMPUTER SCIENCE, YEREVAN, ARMENIA*

2012 - 2016

**TUMO LABS**

*INFORMATION TECHNOLOGIES, YEREVAN, ARMENIA*

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## CONTACT

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