

Annagurbanov Bayram

Male

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Reside in: Stavropol

Citizenship: Russia

Ready to relocate, ready for business trips

Desired position and salary

Flutter developer 4+ years exp - Mobile, Desktop, Web

Specializations:

- Game designer
- Designer, artist
- Programmer, developer

Employment type: full time, part time, project work/one-time assignment, work placement

Work format: at the employer's location, remote, rotation

Desired travel time to work: any

Work experience — 4 years 4 months

August 2025 — till
now
9 months

Роща разработки

IT, System Integration, Internet

- Software Development

Flutter-developer

- Developed a cross-platform CRM application from scratch (iOS, Android, web) with >80% code reuse. Launched the product in production in 5 months. Active audience: 4,500+ users, 4.8 store rating.
- Designed offline mode architecture using Drift with background synchronization via WebSockets and WorkManager. Achieved a 99.2% successful synchronization rate, reduced data loss by 95%, and ensured stable operation for up to 14 days without network connectivity with automatic conflict resolution.
- Conducted a complete refactoring using Clean Architecture + Riverpod. Reduced cold start time by 40% (from 2.8 to 1.7 seconds), reduced crashes by 75% according to Crashlytics, and reduced CI/CD build time by 35%.
- Developed 50+ responsive screens and a unified UI library using GoRouter. Increased test coverage (Unit/Widget/Integration/Golden) to 82%, reducing regression bugs by 60% and accelerating new feature releases by 30%.
- Configured CI/CD (GitHub Actions/Codemagic, Fastlane): automated builds, code signing, and publishing to the App Store/Google Play. Integrated monitoring (Firebase Crashlytics, Sentry, Firebase Analytics/Mixpanel) and custom logging.
- Stack: Dart, Flutter, Riverpod, GoRouter, Drift (sqflite), Dio, WebSockets, Clean Architecture, Unit/Widget/Integration/Golden tests, mocktail, mockito, GitHub Actions, Codemagic, Fastlane, Firebase Crashlytics, Sentry, Firebase Analytics, Mixpanel, Jira, Git, Agile/Scrum. - Mobile application development and support
- Bug fixes
- Implementation of program functionality and logic in accordance with technical specifications and architectural decisions
- Program code writing

- Program code refactoring
- Web application client-side development and support
- World design for computer or mobile games
- Mobile application compatibility and cross-platform testing
- Server-side development and maintenance
- Location design for computer or mobile games

November 2023
— July 2025
1 year 9 months

KAYAK

Moscow

Flutter-developer

- Developed and supported a cross-platform app for searching and booking flights, hotels, and cars. Audience: 120,000+ MAU, 500,000+ installs.
- Optimized search scenarios and handling large lists: implemented pagination, caching, and virtualization. Reduced search response time by 40%, ensured a stable 60 FPS when scrolling through the catalog, and reduced RAM consumption by 35%.
- Integrated payment gateways (Apple Pay/Google Pay, SBP, banking SDKs) and a dynamic pricing system via WebSockets/SSE. Reduced the percentage of failed transactions by 22%, increased the conversion rate to bookings by 15%.
- Migrated the architecture to Riverpod + GoRouter, implemented offline access to tickets and vouchers via Drift. Reduced the number of support requests by 30% and simplified the order flow (the checkout time dropped from 4 to 2.5 steps).
- Configured CI/CD (GitHub Actions, Fastlane), automated builds, code signing, and A/B testing of features. Release cycle time was reduced by 65%. Integrated Crashlytics, Sentry, Firebase Analytics/Mixpanel, maintaining a crash-free user rate of 99.6%.
Stack: Dart, Flutter, Riverpod, GoRouter, Drift, Dio, WebSockets, REST, Payment SDK, Deep Links, Push Notifications, Unit/Widget/Integration tests, mocktail, GitHub Actions, Fastlane, Firebase Crashlytics, Sentry, Firebase Analytics, Mixpanel, Jira, Git, Agile/Scrum, App Store/Google Play. - Mobile application development and support
- Bug fixes
- Implementation of program functionality and logic in accordance with technical specifications and architectural decisions
- Program code writing
- Program code refactoring
- Web application client-side development and support
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January 2022 —
November 2023
1 year 11 months

Vade Apps

France, play.google.com/store/apps/developer?id=Vad%C3%A9Apps

IT, System Integration, Internet

- System Integration, Technological and Business Processes Automation, IT Consulting

Flutter-developer

- Developed key modules for a high-load educational app with AI features. Audience: 90,000+ MAU, 4.7 store rating.
- Integrated an AI assistant and streaming responses via WebSockets/SSE with optimized parsing and caching. Decreased response time by 45%, reduced backend load by 30%, and ensured correct rendering of formatted content in real time.
- Optimized rendering of complex interactive lessons and animations: implemented RepaintBoundary, lazy loading, and custom shaders. Stable 60 FPS on mid-range devices, 40% reduction in RAM consumption, and 50% faster screen initialization.
- Configured offline mode for downloading courses and tracking progress via Drift. Data synchronization is 99.8% successful, session recovery time has been reduced to <1 second.

- Implemented i18n and a11y, which increased product availability and audience reach by 20%.
- Streamlined the testing and release process: 85% Unit/Widget/Integration test coverage, GitHub Actions + Fastlane setup, automated builds and publishing. Crash-free users are 99.7%, and hotfix release time to production has been reduced from 3 days to 4 hours.
- Stack: Dart, Flutter, Riverpod, GoRouter, Drift, Dio, WebSockets, SSE, REST/GraphQL, LLM API, Streamed responses, Markdown/HTML rendering, just_audio/video_player, Rive/Lottie, Unit/Widget/Integration tests, mocktail, golden tests, GitHub Actions, Fastlane, Firebase Crashlytics, Sentry, Firebase Analytics, Mixpanel, i18n, a11y, Jira, Git, Agile/Scrum.
- Mobile application development and support
 - Program code writing
 - Bug fixing
 - Implementation of program functionality and logic in accordance with technical specifications and architectural decisions
 - Program code refactoring
 - Web application client-side development and support
 - Server-side application development and maintenance
 - World design for computer or mobile games
 - Mobile application compatibility and cross-platform testing
 - Location design for computer or mobile games
 - Дизайн уровней в компьютерных или мобильных играх

Education

Higher

2024
Higher

Северо-Кавказский федеральный университет, Ставрополь
Факультет информационных технологий и телекоммуникаций, Программное обеспечение вычислительной техники и автоматизированных систем

Electronic certificates

2025
Java. Functional Programming
Multithreading in iOS (Swift)

Skills

Languages
Russian — Native
English — C1 — Advanced

Skills
Flutter Dart SOLID Android iOS Swift CI/CD GitHub GitLab CI
Git Retrofit REST API SQLite MySQL Android SDK Английский язык
Kotlin KMP Jetpack Compose XML Firebase Coroutines SwiftUI
Clean Architecture Dio Riverpod Bloc Go router HTTP Supabase

Further information

About me
Flutter developer with 4+ years of commercial development experience. Specialization: cross-platform development of complex products from scratch, performance optimization, and implementation of modern architectural approaches.
10+ successful releases in the App Store and Google Play with a combined audience of 250,000+ MAU. I've developed a CRM system, a travel app, and an educational platform with AI features. I've achieved a 99.6% crash-free user experience, maintained a stable 60 FPS on mid-range devices, and reduced cold start time by 40% through initialization optimization and lazy loading.

Architectural expertise: Clean Architecture, SOLID, modular structure, and a feature-first approach. I'm comfortable working with Riverpod, Bloc, GoRouter, Dio, Drift/SQLite, WebSockets, and REST/GraphQL APIs. I've set up CI/CD processes (GitHub Actions, GitLab CI, Fastlane) for 4+ projects: automated builds, code signing, publishing to app stores, and reduced release cycles by 60%.

I have experience in native development:

iOS: Swift, SwiftUI, UIKit, working with native modules and platform APIs

Android: Kotlin, Jetpack Compose, XML, Coroutines, Retrofit, Android SDK

KMP (Kotlin Multiplatform): experience sharing business logic across platforms

This allows me to write high-performance Flutter code that takes platform specifics into account, deeply integrate with native SDKs (payments, push notifications, biometrics, cameras), and effectively solve cross-platform problems without hacks.

I work with Firebase (Crashlytics, Analytics, Remote Config), Sentry, and Mixpanel for monitoring and analytics. Test coverage (Unit, Widget, Integration, Golden) up to 85%+, using mocktail/mockito. Experience with Supabase, MySQL, and SQLite.

English: reading technical documentation, working with English-language resources and APIs.

Work approach: product and metrics focus, clean and maintainable code, code review, mentoring junior developers, participating in architectural discussions and sprint planning (Agile/Scrum, Jira).

I quickly learn new technologies and am focused on results and long-term product development.