

ARTEM

MOBILE DEVELOPER

SUMMARY

My professional background encompasses multi-platform application development, covering Android, iOS, Windows, and Web, along with the creation of native components, and their publication in app stores. I am experienced with diverse state management tools, including BLoC, Riverpod, and GetX, and possess expertise in native iOS development. I have a passion for development, value structured workflows, and am committed to writing clean, maintainable code to ensure robustness and scalability in application development

SKILLS

- Programming Languages: Swift, Dart • Frameworks: UIKit, Flutter • Technologies: BLoC, Riverpod, GetX, RxSwift, CoreData, In App Purchases, Firebase, URLSession, GCD • Design Tools: Photoshop, Illustrator, Figma,
- knowledge of concepts: OOP, Clean architecture

EXPERIENCE

MOBILE DEVELOPER (FLUTTER & IOS)

My Shop technology LTD 2023 - present

- Developed a comprehensive promotions system capable of calculating discounts and displaying them effectively.
- Refined the catalog search algorithm, reducing the time complexity from linear($O(n)$) to constant($O(1)$).
- Enabled manual entry of product quantities for enhanced user flexibility.
- Created a barcode scanning system, streamlining product search and selection.
- Engineered a split payment functionality, accommodating multiple payment systems.
- Configured a kiosk setup on Windows, including developing a custom plugin for printer integration using system API.

FLUTTER DEVELOPER (FREELANCE)

2024

Developed and published a city news event application with the following features:

- Implemented user authentication via multiple social media platforms.
- Displayed locations on a map with support for marker clustering.
- Integrated data fetching from a database on a remote server.
- Configured analytics for user activity tracking.
- Published on the Apple App Store, Google Play, and RuStore.

FLUTTER DEVELOPER

Fitter 2022 - 2023

- Extended the functionality of the Fitter application using BLoC state management.
- Enhanced UI adaptability for tablet screens.
- Developed new screens (event map, coaches list, favorite events)
- Implemented user registration and authorization services with Firebase

IOS DEVELOPER

Gora studio 2022

- Collaborated with a team to develop a sewing-planner application,
- Made screens with auto layout, ensuring a responsive user interface
- Implemented data handling with the Firestore database

MOBILE DEVELOPMENT COURSES AND PERSONAL PROJECTS

yandex practicum - iOS mobile dev

- Completed a comprehensive training course focusing on iOS Development.
- Gained hands-on experience with Swift and UIKit.
- Practiced using Core Data for local data storage.
- Developed skills in using APIs, handling network requests, and parsing JSON.
- Built several apps, ranging from simple to complex, showcasing my ability to create user-friendly interfaces and write clean, efficient code. For example - the mobile game "Pong".

Personal projects

- full featured Spotify like app written in Swift 5 with MVVM architecture and official Spotify API.
- Realtime chat application using Firebase.

EDUCATION

MASTER UNIVERSITY DEGREE

University of Architecture & Arts

Rostov-on-Don, Russia

2012-2019

LANGUAGES

Russian native

English intermediate

INTERESTS

sports, hiking, travelling, computer graphics

(modeling, 3D animation, VFX)