



Vsevolod

Reside in: Poland

Work permit at: Poland, EU

Desired position

Flutter developer

Employment: full time, **B2B** (preferred), B2C

Work schedule: remote working, flexible schedule, full day

Work experience — 5 years 5 months

February 2022 —
till now
1 year 1 month

IDFinance

Flutter developer

Working in a team of 5 members on a bank app with millions of downloads on Play Market and AppStore. Groom, discuss, implement features, cover code with tests, help less experienced developers to get better in Flutter with my team, code review. Always trying to brighten everyone's day. Get in touch a lot with BE, BA, QA teams.

June 2020 —
February 2022
1 year 9 months

HERE Technologies

Flutter developer

Developing cross-platform application for iOS and Android related to delivering packages from a scratch. Was responsible for different features, writing unit tests and etc. Team consisted of many high-experienced developers (senior level). Closely worked with many teams, cooperating in development, testing and publishing the results. Even got to drive with test-drivers, who were testing our app, through whole cycle of delivering. Successfully finished the project with millions of downloads.

April 2019 — June
2020
1 year 3 months

Innowise Group

Flutter mobile developer

I worked with a healthcare project with many flutter developers for a Sweden company. We've used to get in touch with Bluetooth, Wi-Fi devices (bracelets, chest devices, etc.). Got a lot of professional experience with such a project.

After I was put in charge of a development team (two people + me) on an internal company project. There my task was to develop new functionality, improve what is already there and put things in order in the code with tests writing. Also was responsible for app publishing (AppStore, Google Play Market).

Also I was working on an NFT project for some big Italian car's manufacturer. I was responsible for new features and helping the team to catch up backend's team.

October 2017 —
April 2019
1 year 7 months

Fingers Media

Android developer

Worked as part of a team on fintech project. Created designs based on layouts from Figma. I was also involved in writing code in the project, implementing features and logic.

After that I worked on fintech project for Vietnam. Was involved in fixing issues, developing new features and etc. Got a lot of debugging skills due to this project.

Worked as part of a large team on a logistics project. Our team consisted from 10 developers middle+ level, team leader, solutions architect. We all were involved in reviewing each other code. I was responsible for developing new features, writing UTs for code and etc. Successfully finished all the projects.

Key skills

Languages

Russian — Native
English — B2 — Upper Intermediate

Skills

Flutter Dart Android SDK Kotlin SQLite NoSQL JSON API Python C++ Git XML
CI/CD BLoC Firebase Provider

Additional information

About me

Except for mobile development, I have experience with C++, Python, computer vision (OpenCV), machine and deep learning. Have good understanding of GPU, CPU difference and etc. Did some investigations about CUDA, Vulkan. Used CUDA (not raw) and cudnn in my projects. Also have knowledge how different methods (BigData, backend, source code encryption to make reverse engineering harder, securing data transmits) of improving security of the app can be applied.

With C++ was a part of the team, developing a simulation of a greenhouse with plants commissioned by a large farming company with many factors affecting plants: temperature, humidity, light, soil, soil fertility, etc. Familiar with STL, have never worked with Boost, but read about it. Have a knowledge and familiarity with MPI. Created some programs using it.

Have a good and deep understanding of Python language, worked with small automation tasks: scripts, parsers, etc. Worked with Django and Flask on a level of creation not big websites or backend for my mobile apps. Have used Docker. Have read and tried Kubernetes. Also have some knowledge about deep and machine learning.

Created my diploma project with OpenCV (pure Python) + mobile part (Flutter) + server part (Flask). Project's goal was to create a full app with opportunity to record video, send it to BE, process it using OpenCV and send it back to mobile app, where you can take a look at detection, tracking and prediction of trajectory for a selected object detected by CNN. Also trained my CNN with own dataset (which was far worse than CNN trained by Microsoft dataset. 0.8k vs 3kk pictures.).

Used ARKit, ARCore in really small apps (finding out what it is like and what features those libraries have).