



# Nikita Bozhko

Flutter Engineer

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## CANDIDATE'S OVERVIEW

Software engineer experienced in Flutter development and in most popular Flutter architecture: BLoC, GetX via participating in some B2C projects. Having excellent communication skills, self-motivated and a team worker, calm and patient throughout the project. Eager to gain more knowledge and experience in Flutter-development to become a professional at this sphere of programming.

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## CORE COMPETENCIES

- Understanding and usage of OOP and SOLID principles
- Strong knowledge of Flutter framework and Dart programming language
- Code review and refactoring
- Working experience with Dart
- Working experience with Flutter
- UI implementation
- Communication with backend
- Mobile architecture solutions

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## LANGUAGES

- English(Pre-Intermediate)
- Russian(Native)

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## EDUCATION

- Student Belarusian State University of Informatics and Radioelectronics.
  - WTF Lab, Flutter Advanced
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Project overview	Mobile application for microcredit organization. It allows users to make credit requests for individuals and legal entities.		
	App features:		
	<ul style="list-style-type: none"> <li>- entrance biometric scanners and password</li> <li>- registration and authorization</li> <li>- profile</li> <li>- support chat</li> <li>- analytics</li> <li>- approval/rejection of a loan application</li> <li>- custom input widgets</li> <li>- maps</li> <li>- language selection</li> </ul>		
Position	Flutter Engineer		
Team size	13		
Responsibilities and tasks	<ul style="list-style-type: none"> <li>- Communication with backend</li> <li>- UI implementation</li> <li>- Features development</li> <li>- Bug fixes</li> </ul>		
Tools and Technologies	-GitHub	-Git	-Confluence
	-Jira	-Flutter	-Cubit
	-Dart		

## Project overview

Lifely is a mobile app which is a secure diary with password that allows to track achievements, track events, track milestones and other important moments in a simple and convenient form of several timelines, while performing a minimum of actions. The timeline app instantly synchronizes with the server and uses reliable data encryption algorithms.

App features are:

- personal diary
- password and biometric entry
- login with google/apple
- notifications
- custom graphics
- auto-renewable subscriptions
- synchronization between devices
- encryption and decryption

## Position

Flutter Engineer

## Team size

11

## Responsibilities and tasks

- Bug fixes
- Code review
- Features development
- Refactoring

## Tools and Technologies

-Custom graphics	-Rx	-Firebase
-Git	-Flutter	-BLoC
-Dart	-Subscriptions API	



Project overview	<p>Mobile application for english speaking practice. Application allows users to practice their speech using recording and playback on different topics. App features are:</p> <ul style="list-style-type: none"> <li>- english and russian localization</li> <li>- custom views for recording and playback</li> <li>- speech to text recognition</li> <li>- text analyzer algorithms</li> <li>- personal user rating</li> <li>- saving speech in local filesystem</li> </ul>		
Position	Flutter Engineer		
Team size	7		
Responsibilities and tasks	<ul style="list-style-type: none"> <li>- Architecture design and development</li> <li>- Custom graphics implementation</li> <li>- Analyzer algorithms design</li> <li>- Features development</li> <li>- UI implementation</li> <li>- Working with filesystem</li> <li>- Code review and refactoring</li> <li>- Mentoring</li> </ul>		
Tools and Technologies	-Figma	-Jira	-Gitlab
	-Flutter	-GetX	-Dart

**Project overview**      Mobile application with AR and a geographical map for collecting trophies around the world. This is a social application with registration and authorization. In this application, we can add friends, view their activity in the feed, earn points, and much more. App features are:

- english and japanese localization
- AR and geographical map
- custom animation
- news feed with activity of friends and world
- registration and authorization
- custom input widgets
- notifications

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**Position**                      Flutter Engineer

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**Team size**                      8

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**Responsibilities and tasks**

- Custom graphics implementation
- Features development
- UI implementation
- Working with filesystem
- Code review
- Communication with backend
- Working with a geographic map (Mapbox) and AR

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**Tools and Technologies**

-GitHub	-Git	-Flutter	-Confluence
-Jira	-Slack	-Dart	-Firebase
-MobX	-Hive	-SQLite	