Sharabiddin Ahmayev

FLUTTER DEVELOPER

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I am a Flutter developer, based in Azerbaijan and focused on adapting to a changeable IT industry.
Detailed-oriented, determined, hardworking, and able to multitask efficiently.

EXPERIENCE

Leading specialist
💼 "Elm və Texnologiya parkı" LLC 📅 Jan. 2019 – Jan. 2020

- Prototyping microcontrollers and embedded systems to develop a range of solutions using Arduino, STM hardware
- Designing PCB boards
- Working as part of a team to plan and design new hardware systems
- Developing algorithms to take input from hardware and perform appropriate data processing techniques to achieve desired outputs
- Working with various hardware devices such as Bluetooth. Wi-Fi, infrared, and RFID/NFC

Junior Engineer
💼 "IDRAK TT" LLC 📅 Feb. 2020 – Dec. 2020

- Constructing circuit boards
- Integrating hardware components with external systems
- Reconfiguring hardware based on system data
- Testing the final product for functionality and performance
- Formulating specifications and documentation for components and finished products
- Working with software developers to ensure the hardware operates as intended

Mobile developement
💼 Freelance 📅 Dec. 2019 – Feb. 2023

- 3 years in mobile software development using Flutter
- Third-party libraries and APIs integration
- Solid knowledge of architectural patterns (e.g. BLOC)
- Proficient experience working with version control (e.g. Git.)
- Native android experience
- Ability to write readable code, create extensive documentation for existing code, and refactor the previously written code into a readable state.
- S.O.L.I.D, MVP
- REST api integration
- Firebase(NoSql), PostgreSQL database knowledge

Backend Development

🗄 "Yelo Bank" 📅 June. 2022 – Sep. 2022

- Involving in requirements gathering, analysis, design, and documentation of the application.
- Implementing Java EE components using Spring MVC, Spring IOC, Spring Transactions, and Spring Security Modules.
- Spring AOP, Feign client, and etc.

Mobile Engineer

🗄 "Azercell" LLC 📅 Feb. 2023 – present

- Developed cross-platform Flutter applications for iOS, Android, and web, incorporating responsive UI/UX designs optimized for tablets, mobile, and desktop devices.
- Integrated diverse business roles seamlessly within Flutter applications, facilitating efficient communication and interaction across various modules.
- Implemented native handlers to enhance feature performance and functionality across platforms, ensuring a consistent user experience.
- Applied clean architecture principles, including SOLID, to maintain codebase integrity, scalability, and extensibility for long-term project sustainability.
- Employed Domain-Driven Design (DDD) patterns to architect Flutter applications, promoting clear code organization and facilitating maintainability and reusability.

SKILLS

UI/UX design

Figma

Security basics

Mobile and Web

Languages

Azerbaijani (native) and English (intermediate)

EDUCATION

Information Technologies - in English

Bachelor's degree

📖 ASOIU 📅 2018 - 2022

Computer Science - in English

Master's degree

📖 ASOIU 📅 2022 - 2024

Strengths

- Good interpersonal skill
- Motivated
- Determined

Weaknesses

- Try to do too much at once
- Find uncertainty slightly difficult to manage
- Can be single-minded sometimes

Opportunities

- Good position at work
- Commitment to further study
- Support from work to further training

Threats

- Balancing work and life
- Protecting distinction
- Creation of new technologies each day