Tulanov Sultonbek

Flutter & Android Mobile Developer

Tashkent, Uzbekistan

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IELTS 7 | C1 English | B2 Russian

SUMMARY

Flutter developer at ANOR BANK, building secure banking flows used by 5,000+ organizations. ~3 years of hands-on experience shipping production apps in Flutter and native Android — from E-IMZO digital signing and payments to real-time messaging. Clean Architecture enthusiast with deep understanding of state management, modular design, and scalable UI systems. Published 8 personal apps on Google Play with 3,800+ hours of tracked coding time.

SKILLS

Languages	Kotlin, Java, Dart
Mobile	Android, Flutter, Jetpack Compose, XML, Custom Views, Canvas
Architecture	Clean Architecture, MVVM, MVI, MVP, SOLID, KISS, Clean Code
Concurrency	Kotlin Coroutines (Flow), LiveData, WorkManager, Dart async/await, Streams
State Management	BLoC, Cubit, GetX, Provider, Riverpod
Networking	Retrofit, Dio, WebSocket, Socket.IO, OAuth2, Gson, Paging
Storage	SQLite, Room, Hive
DI	Dagger Hilt, Koin, GetIt, Injectable
Navigation	Navigation Component, Deep Linking, GoRouter, Voyager
Firebase & Maps	Analytics, Crashlytics, Cloud Messaging, Remote Config, ML Kit, Google Maps
Release	CI/CD, Shorebird, Play Store, App Store
UI & Animation	Lottie, Rive, Custom Animations
Android System	Services, Broadcast Receivers, Permissions, Hardware Sensors, Camera, NDK

WORK EXPERIENCE

ANOR BANK

May 2026 — Present

Flutter Developer

- Delivered end-to-end banking flows for an app used by 5,000+ organizations: loan applications and tranches, deposits, payroll projects, and tariff signing
- Integrated E-IMZO digital signature into multi-step flows with SMS/OTP, return-to-app handling, and a fix for multi-document signing race conditions
- Refactored a legacy monolith into feature-based Clean Architecture (Cubit/BLoC, Freezed, get_it), replacing 900+ line widgets with declarative, immutable-state components
- Built Firebase / GA4 analytics (event taxonomy, custom dimensions, screen tracking, API error and latency monitoring), giving the product team reliable MAU/DAU and feature-usage data for the first time
- Implemented shared security infrastructure: PIN, biometrics, session lifecycle, and centralized force logout
- Created a shared UI component library and team standards for state management, theming, and Uzbek/Russian/English localization

`Flutter` `Dart` `BLoC/Cubit` `Freezed` `get_it` `Clean Architecture` `Modular Architecture` `Firebase` `GA4 Analytics` `E-IMZO` `OTP/SMS` `Biometrics` `Localization`

Cradle Vision Tech

Jan 2026 — May 2026

Flutter Developer

- Maintained production apps: fixed critical bugs, reduced crashes, and improved stability and UX
- Built cross-platform retail management app with role-based navigation for owners and sellers
- Implemented real-time analytics dashboard with KPIs, charts, and live customer tracking
- Delivered secure auth system with role-based routing and token handling
- Architected modular Clean Architecture for long-term scalability and maintainability

`Flutter` `Dart` `BLoC/Cubit` `Clean Architecture` `Dio` `Retrofit` `Firebase` `Hive` `GoRouter` `Role-based Auth` `Charts`

Ustoz AI

Sep 2025 — Feb 2026

Lead Flutter Developer

- Built multi-channel real-time messaging (chat, marketplace, webinar) via Socket.IO with unread tracking, edit/delete, and paginated history
- Developed Fortuna gamification game and multi-category leaderboards with reward system
- Integrated RevenueCat (Apple Pay), Click, Payme payments, and promocode monetization
- Shipped app in 7 languages with certificate and portfolio module with video interactions

`Flutter` `Dart` `BLoC/Cubit` `Socket.IO` `WebSocket` `RevenueCat` `Click` `Payme` `Dio` `Retrofit` `Firebase` `GoRouter` `Hive` `SQLite` `Localization`

Metrologiya Ilmiy Markazi

Apr 2025 — Sep 2025

Android & Flutter Developer

- Developed and launched 2 Flutter apps and 1 native Android app for POS devices with barcode scanners and thermal printers
- Led Flutter development (70%+ code ownership) of Gaztexnopribor gas meter tracking app
- Integrated Firebase Analytics, Crashlytics, Cloud Messaging; managed CI/CD via Google Play Console
- Implemented native Android solutions for industrial POS hardware using vendor SDKs via NDK

`Flutter` `Dart` `Android` `Vendor SDKs` `NDK` `Barcode Scanning` `Thermal Printing` `Firebase` `Crashlytics` `FCM` `CI/CD` `Google Play Console`

GITA

Jul 2024 — Mar 2025

Android & Flutter Developer — Intern

- Completed intensive full-time mobile development program focused on Android (Kotlin/Java) and Flutter (Dart)
- Built production-grade apps from scratch following Clean Architecture, SOLID principles, and modular design
- Published 7+ applications on Google Play Store; participated in code reviews and agile processes

`Android` `Kotlin` `Java` `Flutter` `Dart` `Jetpack Compose` `Clean Architecture` `SOLID` `MVVM / MVI / MVP` `Multi-module` `Coroutines/Flow` `Dagger Hilt` `Room` `Retrofit` `BLoC` `Firebase`

Freelance

Oct 2022 — Jan 2023

Android Developer

- Designed and developed 6 trivia games with polished UI, animations, sound effects, and level systems
- Delivered all projects on time with strong client feedback and performance-focused implementations

`Android` `Kotlin` `Java` `XML` `Custom Views` `Animations` `Lottie` `SharedPreferences`

ACHIEVEMENTS

— 275+ LeetCode problems solved

— 8 personal apps on Google Play Store

— 3,800+ hours of coding (WakaTime)

LANGUAGES

Uzbek	Native
English	C1 — IELTS Band 7
Russian	B2