

Jahongir Kuziboev

Flutter Mobile Engineer | Tashkent, Uzbekistan

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Flutter Mobile Engineer with 2+ years of experience developing high-quality Android and iOS applications. Specialized in building scalable, maintainable, and performance-oriented mobile solutions using modern architectures. Strong team player with a continuous learning mindset and a focus on delivering reliable, production-ready products.

EXPERIENCE

UIC Group, *September 2023 – January 2026*

Flutter Mobile Engineer

- Deepened expertise in Flutter/Dart and developed more than 15+ corporate mobile applications based on Clean Architecture and BLoC principles.
- Implemented native Android/iOS features through REST API, Dio, local databases, and platform channels.
- Performed application performance optimization, improved system stability, and eliminated logical bottlenecks.
- Built complex animations, and cross-platform adaptive user interfaces.
- Effectively used Git, version control systems, and CI/CD pipelines within the development team.
- Participated in supporting, maintaining, and scaling mobile applications for the company's clients.
- Introduced internal best practices to significantly accelerate corporate application development processes.
- Worked on data encryption, security, and protected network requests using interceptors.
- Developed and integrated audio/video players, video streaming features, payment systems, and multiple additional functional modules

AI Business Assistant (AIBA), *August 2025 – December 2025*

Mobile Team Lead

- Led mobile development efforts, coordinated tasks, and reviewed code to ensure quality and consistency.
- Developed Flutter-based mobile applications aimed at automating and supporting business processes aiba.uz
- Integrated AI-based tools, generative services, and intelligent assistant systems into mobile applications.
- Designed and implemented adaptive, interactive, and user-friendly UI/UX interfaces for different screen sizes and devices.

- Implemented secure authentication systems, push notifications, and modern UX patterns to enhance user experience.
- Developed offline notification mechanisms for specific time-based scenarios, and implemented optimized local storage solutions using SQLite (sqlite).
- Implemented WebView-based in-app pages and efficient in-app messaging solutions for seamless communication.
- Paid special attention to animations, including loaders, splash screens, Rive animations, and interactive motion effects.

EDUCATION

Tashkent University of Information Technologies (TUIT), *September 2021 – June 2026*
Bachelor's Degree in Software Engineering (expected June 2026)

During my studies, I focused on programming and algorithmic problem-solving. I actively participated in university and external hackathons and competitions:

- In 2023, I won 1st place in a competition organized by GITA, earning a 1-year grant.
- In 2024, I achieved **2nd place** out of 90+ teams at the K-Lab Idea Hackathon with my team.

SKILLS

Mobile: Flutter, Dart, Android, iOS

Architecture: Clean Architecture, BLoC, Provider, OOP

Backend & Networking: REST API, Dio, WebSockets, OAuth 2.0

Databases: SQLite (sqlite), Firebase

DevOps & Tools: Git, GitFlow, CI/CD

UI/UX: Figma, Animations, Rive, Adaptive UI

Other: Isolates, WebView, Maps APIs

Publishing: Google Play, App Store

LANGUAGES

Uzbek - Native

English - Intermediate(B1-B2)

Russian - Elementary

ADDITIONAL INFORMATIONS

Project Types: Startup / Outsource / Enterprise

Remote Work: Available

Employment Type: Full-time / Contract / Freelance

Availability: Within 2 weeks