

# OLEKSANDR ZAZHYTSKYI

## Expert Flutter Developer

### SUMMARY

With an impressive tenure exceeding 15 years in software engineering, the engineer boasts a rich mosaic of technical expertise, underscored by a strong academic foundation with a Doctorate in Mechanical Engineering from the National Technical University of Ukraine 'Kyiv Polytechnic Institute'. Specializing in Flutter, the engineer has a history of crafting mobile applications with a sharp focus on developing new features, debugging, and enhancements. Proven proficiency in a plethora of programming languages and technologies including Dart, React, Redux, TypeScript, and ActionScript is evident. The engineer's versatility is further highlighted by a diverse project portfolio encompassing automotive interfaces, online casinos, educational platforms, and more. Their contribution to software development adheres to the latest SDLC best practices, with applications that have significantly benefited from their knowledge in Data Science and Python, as certified by Robot\_dreams.

### TECHNICAL SKILLS

<b>Main Technical Skills</b>	Facebook Auth (3 yr.), Dart (3 yr.), React, Redux, TypeScript
<b>Programming Languages</b>	Dart (3 yr.), Python, TypeScript
<b>JavaScript Frameworks</b>	React
<b>JavaScript Libraries and Tools</b>	Redux
<b>Data Analysis and Visualization Technologies</b>	Apache Spark Streaming
<b>Databases &amp; Management Systems / ORM</b>	Apache Spark Streaming
<b>SDK / API and Integrations</b>	API, Facebook Auth (3 yr.)
<b>Methodologies, Paradigms and Patterns</b>	FDD, OOP
<b>Platforms</b>	LCDP
<b>Other Technical Skills</b>	Data Science

### WORK EXPERIENCE

#### ActionScript Developer, MitriDAT

**Duration:** 06/2003 - 09/2006



**Summary:** ActionScript development work at MitrIDAT.

**Responsibilities:** ActionScript development.

**Technologies:** ActionScript

**ActionScript Developer, Handmade Interactive**

**Duration:** 09/2006 - 10/2008

**Summary:** Extensive development and programming in ActionScript at Handmade Interactive.

**Responsibilities:** ActionScript development.

**Technologies:** ActionScript

**ActionScript Developer, World Web Studio**

**Duration:** 10/2008 - 02/2009

**Summary:** Involvement in various ActionScript projects at World Web Studio.

**Responsibilities:** ActionScript development.

**Technologies:** ActionScript

**ActionScript Developer, Daxx**

**Duration:** 02/2009 - 07/2009

**Summary:** ActionScript Developer position at Daxx focused on developing interactive applications.

**Responsibilities:** ActionScript development.

**Technologies:** ActionScript

**Co-Founder, Tuvisum**

**Duration:** 07/2009 - 09/2012

**Summary:** Co-founding and contributing to Tuvisum projects as a co-founder.

**Responsibilities:** Project leadership, ActionScript development.

**Technologies:** ActionScript

**ActionScript Developer, navigaya**

**Duration:** 09/2011 - 04/2013

**Summary:** Developing various projects in ActionScript at navigaya.

**Responsibilities:** ActionScript development.

**Technologies:** ActionScript

**ActionScript Developer, IQ Friends**

**Duration:** 04/2013 - 08/2013

**Summary:** ActionScript development for IQ Friends.



**Responsibilities:** ActionScript development.

**Technologies:** ActionScript

**Software Developer, Luxoft**

**Duration:** 12/2013 - 03/2015

**Summary:** Contributed to software development projects at Luxoft.

**Responsibilities:** Software development.

**Software Developer, Evolution**

**Duration:** 07/2015 - 04/2020

**Summary:** Worked on a range of software development activities at Evolution.

**Responsibilities:** Software development.

**Flutter Developer, Official App of the International Ice Hockey Federation**

**Duration:** 03/2021 - 05/2021

**Summary:**

- Key Flutter Developer on the Official App of the International Ice Hockey Federation at mg56
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**Responsibilities:** Development of the new features and functionality, bug fixing, improvements.

**Technologies:** Flutter

**Flutter Developer, FabApp: Kids learning games**

**Duration:** 08/2021 - 04/2022

**Summary:**

- Flutter Developer for FabApp: Kids learning games at hedgefun
- net

**Responsibilities:** Development of the new features and functionality, bug fixing, improvements.

**Technologies:** Flutter

**Flutter Developer, Fortunica App**

**Duration:** 10/2022 - 11/2023

**Summary:** Played a Flutter developer role in the Fortunica App project at Webspark.

**Responsibilities:** Development of the new features and functionality, bug fixing, improvements.

**Technologies:** Flutter



### **Flutter Developer, Crime Junkie Fan Club App**

**Duration:** 04/2024 - 05/2025

**Summary:** Flutter Developer at SmartWebStudio for the Crime Junkie Fan Club App.

**Responsibilities:** Development of the new features and functionality, bug fixing, improvements.

**Technologies:** Flutter

### **Flutter Developer, Educational platform**

**Duration:** 05/2025

**Summary:** Key role in developing the Educational platform as a Flutter Developer at InAppo.

**Responsibilities:** Development of the new features and functionality, bug fixing, improvements.

**Technologies:** Flutter

## **EDUCATION**

- **Doctor of Philosophy (PhD), Mechanical Engineering**
- National Technical University of Ukraine 'Kyiv Polytechnic Institute'
- 01/2003 - 12/2006
- **Magister Degree, Mechanical Engineering**
- National Technical University of Ukraine 'Kyiv Polytechnic Institute'
- 01/2001 - 12/2003
- **Bachelor Degree, Engineering**
- National Technical University of Ukraine 'Kyiv Polytechnic Institute'
- 01/1997 - 12/2001

## **CERTIFICATION**

- **Data Science with Python**
- Robot\_dreams

