

Yelaman Yelmuratov

Senior Flutter Developer

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Astana, Kazakhstan, KZ

Summary

Senior Flutter Developer (4+ years) specializing in scalable architecture and mobile CI/CD. Scaled super-app to 36K MAU (14x growth) while handling 19K concurrent users at peak events. Cut CI build times by 60% and enabled 15-minute hotfixes via Code Push, maintained 80%+ test coverage, and mentored 100+ students.

Experience

Senior Flutter Developer

Jun 2024 – Present

Astana Hub

Central Asia's largest innovation cluster.

- Led migration from monolith to 14 independent feature-packages (Melos) with Clean Architecture, enabling parallel development and scaling MAU from 2.5K to 36K (14x).
- Owned platform stability during Digital Bridge: handled ~19,000 concurrent users, processed 20,838 tickets (86% activation rate), and achieved 82% positive feedback from 27,692 event attendees.
- Built CI/CD pipeline (GitHub Actions/Fastlane) reducing build times from 10+ to ~4 minutes via dependency caching; enabled 15-minute hotfixes via Code Push, bypassing store review cycles.
- Created unified Design System (102 components) with GLSL Shaders and 3D WebGL integration, adopted as the UI SSOT across all product modules.
- Integrated payment gateways (Kaspi Pay, Freedom Pay) with production transaction processing; implemented ReCAPTCHA Enterprise filtering 85% of bot registrations at sign-up.
- Reduced application size by ~26% (35 MB to ~26 MB) via custom WebP compression and automated Python script for detecting unreferenced assets.
- Streamlined eGov Mobile Digital Signature signing (Deep Linking, OAuth 2.0, web fallback), cutting flow to ~1.5 minutes by removing external dependency.
- Designed Pure Dependency Injection system (Manual Composition Root), migrating from Service Locator (GetIt) to compile-time safe Constructor Injection, eliminating runtime binding errors and simplifying testing.
- Automated AI assistant config sync across 4 developers via Dart CLI + Bash tooling (agent_sync) with git-based SSOT and CI validation, keeping Claude/Cursor rules consistent.

Flutter Developer

Feb 2023 – Jun 2024

Quant Tech

Electronic document management system (GovTech).

- Accelerated cold start performance by 60% (from 3s to 1.2s) via parallel async initialization and lazy-loading of modules.
- Achieved 80% unit test coverage on core business logic through strict layered architecture and testing-first development workflow.
- Implemented secure EDMS mobile client with NCA RK Digital Signatures, streamlining document creation, approval, and resolution workflows.
- Reduced application size by 35% (50 MB to 32 MB) through dependency audit, dead code elimination, and asset optimization.
- Developed battery-efficient background services for GPS tracking (Method Channels), achieving high-precision monitoring with <2% hourly battery consumption.

Flutter Developer

Sep 2022 – Feb 2023

Egistic

AgroTech platform for agricultural management.

- Enhanced AgroGIS rendering engine to visualize 5,000+ objects using dynamic clustering and Isolates, achieving

stable UI performance on budget devices.

- Engineered offline-first architecture with tile caching (Drift) and automatic conflict resolution, enabling core functionality in zero-connectivity areas.
- Co-designed API contracts with the backend team, aligning map and database layers to minimize visualization errors and ensure offline cache consistency.

Flutter Developer

Nov 2021 – Sep 2022

[UltraSoftDevelopment](#)

Mobile software development agency.

- Delivered 7 end-to-end production apps (PropTech, EdTech) in Agile/Scrum environment with Time-to-Market <2 months per MVP.
- Mentored 100+ students through Flutter course (20 video lessons, 12K+ views), with 4 graduates hired into development team.

Education

Bachelor of Software Engineering

Sep 2021 – Jun 2024

[Astana IT University](#)

Chairman of 1st & 2nd Year Leaders · Ethics Council, Disciplinary Council & Student Government Member

Projects

[ISpect](#)

Apr 2024 – Present

Advanced debugging toolkit for Flutter (4.5K+ downloads/week, 160 pub points). Accelerates bug diagnosis by auto-collecting logs, network traffic, and device state.

[Analytics Gen](#)

May 2025 – Present

Type-safe analytics code generator with 95% test coverage. Reduces event addition from 10–15 to 2 minutes with auto-documentation.

[Flart](#)

Sep 2024 – Present

Figma-to-Dart converter plugin. Automates design token synchronization from hours to minutes.

[ApprovalTests.Dart](#)

May 2024 – Present

Snapshot testing library port with 96% coverage. Simplifies regression testing of complex data structures and UI.

Awards

- **1st Place - ASK Hackday (Mobile App)** (Jun 2022), Alliance of Students of Kazakhstan: Created a winning Flutter MVP in 36 hours among 100+ teams.

Certificates

- [Advanced Programming in Swift](#) (Dec 2025), Meta
- [Best Agile Team](#) (Dec 2024), Astana Hub
- [Management Skills Training](#) (Nov 2025), Udemy
- [Startup Academy](#) (Feb 2025), Astana Hub
- [Claude Code in Action](#) (Jan 2026), Anthropic

Skills

Core Software Engineering: Clean Architecture, SOLID, Design Patterns, TDD, Domain-Driven Design

Flutter & Dart: BLoC/Cubit, Riverpod, Provider, Isolates, Method Channels, Widget/Unit Testing

Mobile & Native: iOS (Swift), Android (Kotlin), CI/CD (GitHub Actions, Fastlane), Shorebird, Firebase

Data & APIs: REST API, GraphQL, WebSockets, Drift/SQLite, Hive/Isar