

YELAMAN YELMURAT

Senior Software Engineer • Astana, Kazakhstan

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SUMMARY

Nearly 5 years shipping **10+ production apps**. Led a 4-engineer team and cut startup time ~60%. Created ISpect, a 9-package toolkit with ~32K combined monthly downloads on pub.dev. Open to relocation.

SKILLS

Languages: Swift, Kotlin, Dart, Python, TypeScript, Rust, Go, SQL, Bash

Platforms & Frameworks: iOS, Android, Flutter, Firebase, Supabase

APIs & Data: REST APIs, GraphQL, WebSockets, Model Context Protocol (MCP), SQLite

Architecture: Clean Architecture, Domain-Driven Design, Dependency Injection, Test-Driven Development (TDD)

Delivery & Tooling: Continuous Integration and Delivery (CI/CD), GitLab CI, Fastlane, AgentSync, Claude Code, Codex

EXPERIENCE

Senior Software Engineer, Astana Hub

Jun 2024 - Present

- Led a 4-engineer team through migration into **14 domain modules** using Domain-Driven Design and Clean Architecture. Replaced runtime service locators with constructor injection to catch missing dependencies at compile time.
- Reduced document-signing time from **5-10 to ~1.5 minutes** by replacing a desktop agent with government public key infrastructure (PKI) signing via deep links, OAuth 2.0 in WebView, and web fallback.
- Eliminated production OAuth session races with stale-callback rejection, serialized secure storage, and iOS Keychain recovery. Reported authentication failures stopped recurring after release.
- Built AgentSync, a Rust CLI syncing one source across 13 AI coding tools with SHA-256 drift detection and rollback, cutting estimated hands-on time per shared-rule update from **~20-40 to ~2-5 minutes**.
- Cut iOS/Android builds from **10+ to ~4 minutes** with parallel GitLab CI/Fastlane pipelines and dependency caching.
- Reduced app size by **~26%** with WebP compression and a Python script to remove unused assets.

Software Engineer, Quant Tech

Mar 2023 - May 2024

- Cut time to first interactive screen by **~60%** (~3s to ~1.2s) with parallel async initialization and lazy module loading.
- Shrank app size by **~35%** (50 to 32 MB in Play Console) by removing unused dependencies and legacy assets.
- Covered **~80%** of business logic across BLoC, repositories, and use cases with unit tests, verified in CI.

Software Engineer, Egistic

Sep 2022 - Mar 2023

- Optimized GIS rendering of 5,000+ objects on budget field devices using zoom-level clustering, on-screen lazy loading, and background parsing in isolates, eliminating **2-3s zoom/pan freezes**.
- Designed offline-first sync with OpenStreetMap tile caching, SQLite persistence, and conflict resolution with update prioritization for an agricultural platform serving 130+ farms with poor connectivity.

Software Engineer (promoted from Intern), WLFF

Nov 2021 - Oct 2022

- Shipped Stripe payments, RevenueCat subscriptions, real-time GraphQL subscriptions and WebSockets, Mapbox maps, and Bluetooth/NFC integrations across **7 MVPs**, each delivered in under 2 months.
- Taught mobile development to **100+ students**, with 12K+ YouTube views. Four graduates joined the engineering team.

EDUCATION

Bachelor of Software Engineering, Astana IT University

Sep 2021 - Jun 2024

Scored 94/100 on a patented capstone. Chaired the Student Council, leading ~150 representatives for 3,000+ students.

PROJECTS

ISpect: Authored a 9-package diagnostics toolkit used in 5+ commercial projects, with **~32K** combined monthly downloads on pub.dev. Combines network, database, and state traces with PII redaction.

ApprovalTests.Dart: Created snapshot-testing packages with ~1.1K combined monthly downloads on pub.dev and **100%** Codecov coverage for the core package. Implemented strict baseline checks and atomic file replacement.

AWARDS

- Claude for Open Source Program** (Jul 2026), Anthropic: Selected for 6 months of Claude Max 20x for open-source work.
- 1st Place - ASK Hackday (Mobile App)** (Jun 2022), Alliance of Students of Kazakhstan: Built the winning MVP in 36 hours among 40 teams (100+ participants). Team prize of ~\$6,700.
- Best Agile Team** (Dec 2024), Astana Hub: Annual company-wide team award.

CERTIFICATIONS

Claude Certified Architect - Foundations (Anthropic, May 2026)

Advanced Programming in Swift (Meta, Dec 2025)