

Angsagan Kenzhebek

Senior / Lead Flutter & Dart Engineer

a.kenzhebek1643@gmail.com | +7 (708) 086-33-09 | Astana, Kazakhstan (GMT+5) | Open to Remote

Portfolio: qazaqninja.dev | GitHub: github.com/qazaqninja | LinkedIn: linkedin.com/in/qazaqninja

PROFESSIONAL SUMMARY

Senior/Lead Flutter and Dart Engineer with 4+ years across 6 production apps spanning fintech, edtech, social, and consumer wellness. Lead Flutter Developer since August 2024 with full architecture ownership across two production platforms (educational monitoring + social media). Expert in Clean Architecture / Domain-Driven Design (DDD), BLoC state management, offline-first systems with Drift (SQLite), end-to-end encryption (AES), and real-time WebSocket systems (Centrifuge). Architected 88+ feature modules, reduced APK size by 63% (71 MB → 26 MB) via native codec migration, and shipped 6+ apps to App Store and Google Play with sustained crash-free rates above 99%. Mentored Flutter teams; comfortable in async, written-first remote teams. Fluent English (IELTS-certified).

PROFESSIONAL EXPERIENCE

Joiner (getjoiner.com)

Feb 2026 – Present

Flutter Engineer / Remote

- Building features, architecture reviews, and code review for Joiner — a consumer social app that helps people make friends through real-life activities (hikes, coffee meetups, game nights) — across iOS and Android, applying Clean Architecture and BLoC state-management patterns.

Barakah Tech Labs

Aug 2025 – Feb 2026

Lead Flutter Developer / Remote

- Scaled a production social platform to 21 feature modules across domain, data, and presentation layers, enabling concurrent development by multiple engineers without merge conflicts, by applying Clean Architecture and Domain-Driven Design (DDD) with the Repository Pattern.
- Reduced APK size by 63% (71 MB to 26 MB), achieving hardware-accelerated encoding, by migrating the media pipeline from FFmpeg binaries to native MediaCodec on Android and AVAssetExportSession on iOS.
- Built offline-first architecture supporting 100% feature availability without internet, by implementing Drift (SQLite) persistence with automatic background synchronization and conflict resolution.
- Secured private communications across all message types and prevented plaintext exposure of user data, by implementing end-to-end AES encryption with secure key management via Flutter Secure Storage.
- Shipped a reusable Flutter media-encoding package adopted across multiple organization projects, by implementing video (H.264/H.265), audio (Opus/AAC), and image (WebP/JPEG/PNG) compression APIs.
- Delivered 6 production feature surfaces (social posts with media, encrypted group circles, comments, push notifications, friend connections, activity tracking), by integrating Firebase Cloud Messaging, REST APIs, and Drift persistence.
- Hardened all API communications and eliminated stale-token errors, by building an authentication system with OTP verification, JWT token management, and automatic token refresh.
- Maintained a 500+ Dart-file codebase with clean git history across iOS and Android, by enforcing 700+ Conventional Commit messages and a structured branching workflow.

Green Eye Ltd.

Aug 2024 – Aug 2025

Lead Flutter Developer / Astana, Kazakhstan

Kepler Vision — Student Monitoring & Real-Time Alerts Platform

- Built a real-time alerting system that notifies parents, psychologists, and teachers the moment an incident involving a student occurs, by implementing live status updates and push notifications (Firebase Cloud Messaging) across iOS and Android.

- Scaled the platform to 28 feature modules with 33 BLoCs/Cubits, enabling deterministic state management across complex multi-role workflows, by applying Clean Architecture and DDD patterns.
- Tailored access and visibility for teachers, parents, and students, by implementing role-based access control (RBAC) with dynamic UI adaptation and granular permission policies.
- Improved cross-platform issue-resolution time, by integrating Sentry for production error tracking across iOS and Android.
- Expanded accessibility to Russian and English speakers, by implementing intl-based localization with runtime language switching.

Kepler Education — Learning Management System

- Led delivery of 39 feature modules (grades, journals, courses, reports, KPI tracking, certificates, analytics dashboards), by coordinating BLoC architecture standards, code reviews, and feature ownership across a Flutter team.
- Enabled instant communication across the platform serving educational-institution users, by implementing a real-time chat system with Centrifuge WebSocket, message synchronization, group chat support, and offline message queuing.
- Empowered data-driven educator decisions, by building an analytics dashboard surfacing student performance insights, teacher productivity metrics, and quality scores using custom Flutter charting.
- Reduced BLoC boilerplate by approximately 60% across 40+ BLoCs, by designing a custom BaseBloc pattern with context-activity handling for UI-level actions (snackbars, dialogs, navigation).
- Eliminated unhandled exceptions throughout the application, by creating a type-safe `Either<Failure, Success>` Result pattern enforced across all use cases.
- Raised team productivity and code quality, by mentoring Flutter developers through code reviews, written architecture standards, and bi-weekly knowledge-sharing sessions.

RizeUp, LLC

Jan 2024 – Aug 2024

Middle Flutter Developer / Astana, Kazakhstan

- Improved user engagement on a mental-fitness wellness app, by developing custom Flutter games with 60 FPS animations and smooth screen transitions.
- Reduced app load times by 40% and memory usage by 25%, by profiling core modules and optimizing widget rebuilds, image caching, and asset loading.
- Translated UX-designer specs into production interactions, by implementing complex implicit/explicit animations, hero transitions, and Lottie integrations.

KazTechInnovations

Jul 2023 – Jan 2024

Flutter Developer / Almaty, Kazakhstan

- Reduced repository boilerplate by 60%, improving long-term maintainability, by implementing a custom BaseBloc pattern.
- Standardized API communication across the codebase, by developing a robust Dio network layer with DTOs, Entities, and Clean Architecture mappers.
- Extended product reach beyond mobile, by building a Linux desktop application using Flutter, demonstrating multi-platform delivery.
- Optimized rendering for large datasets, supporting 10k+ rows without jank, by creating a custom data table with infinite scroll using `TwoDimensionalScroll`.

Kwaaka

Dec 2022 – Jul 2023

Flutter Developer / Astana, Kazakhstan

- Streamlined restaurant order fulfillment, by leading development of a Flutter Progressive Web App (PWA) with real-time POS terminal integration.
- Enabled secure end-user transactions, by integrating the WoopPay payment system with proper sensitive-data handling.

- Established scalable app architecture, by implementing GoRouter navigation, Cubit state management, and GetIt/Injectable dependency injection.
- Reduced custom infrastructure requirements, by integrating Firebase for authentication, Firestore, and Cloud Functions.

OneUnion.io

Nov 2021 – Jul 2022

Flutter Developer / Remote

- Shipped a cross-platform educational app to both Google Play and App Store, by implementing subscription-based access using in-app purchases.
- Ensured offline data persistence, by architecting the app using Clean Architecture, Cubit state management, and Hive local storage.
- Delivered launches on both App Store and Google Play, by leading the deployment pipeline through TestFlight, App Store Connect, and Play Console.

TECHNICAL SKILLS

Mobile & Native Bridging: Flutter, Dart (4+ years), iOS (Swift), Android (Kotlin/Java), MediaCodec (Android), AVAssetExportSession (iOS), Cross-Platform Mobile + Linux Desktop

Architecture & State Management: Clean Architecture, Domain-Driven Design (DDD), SOLID, Repository Pattern, MVVM. BLoC for production scale, Cubit for simpler flows. Riverpod when DI needs are flat. GetIt / Injectable, Freezed, Either<Failure, Success> Result pattern.

Persistence & Offline-First: Drift (SQLite), Hive, Flutter Secure Storage, Background Sync with Conflict Resolution

Security & Authentication: End-to-End Encryption (AES), JWT with automatic refresh, OAuth 2.0, OTP Verification

Real-Time, Networking & APIs: WebSocket (Centrifuge) with offline queueing, Firebase Cloud Messaging (FCM), Push Notifications, REST APIs, Dio, GraphQL, Firebase (Auth, Firestore, Analytics, Cloud Functions)

CI/CD, Quality & Testing: GitHub Actions, Fastlane, TestFlight, App Store Connect, Google Play Console, Sentry. Unit, widget, and integration testing with bloc_test and Mockito. Conventional Commits, code review, mentorship.

Languages: English (IELTS-certified, professional working), Russian (native), Kazakh (native)

EDUCATION

Astana IT University

Sept 2020 – June 2023

Bachelor of Software Engineering / Astana, Kazakhstan

Kazakh-Turkish Lyceum for Gifted Students

Sept 2015 – May 2020

High School Diploma / Astana, Kazakhstan

CERTIFICATIONS

- IELTS Certificate (English proficiency)
- Venture Leader Scholarship
- IT Essentials Certification