

Rovshen Meredov

Flutter Engineer · 4 years



EXPERIENCE

Full-Stack Engineer · Project-based · Remote

Webcat · Dec 2025 – May 2026

Tsel (Цель) - goal tracker with an AI assistant. Mobile app built solo.

[Google Play](#) & [App Store](#)

- Set technical direction for the team: guided another engineer's backend work, designed the payment flow
- Offline-first architecture on Drift: background sync engine for 5 modules, syncing full CRUD including photos and rich-text content; prioritized, dependency-aware and race-condition safe
- AI assistant integrated into app actions, with streamed responses
- REST-style request/response layer over a Socket.IO-only backend
- Deployed and maintained the inherited backend (Docker, Nginx, FastAPI, PostgreSQL)
- Resolved App Store and Google Play release/review issues

Flutter Engineer

Turkmen Post · Oct 2024 – Oct 2025

PostBook - app for reading and listening to e-books, 5K+ downloads. Solo, from unusable MVP to production.

[Google Play](#) & [App Store](#)

- Built a local-first content delivery layer for PDF and audiobooks
- Built a download manager with parallel and queued downloads and stream-based states
- Replaced a PDF engine that loaded whole files into memory with page-based rendering
- Background audio with lock-screen controls

PostShop - marketplace, 5K+ downloads.

[App Store](#)

- Catalog, cart, checkout and orders with dynamic filters
- Token refresh with a single refresh for concurrent requests; guest sessions
- Map address picker with tile caching and cancellable search
- Designed the shared monorepo template both apps are built on
- Handled App Store and Google Play release/review issues

EARLIER EXPERIENCE

Asmanexpress · May – Aug 2024

Asmanfood, restaurant marketplace inside a super app. Developed features together with another developer; contributed to the shared UI kit, map address picker and other in-house packages

Feel IT · Jan – Mar 2024

Shipped 15+ games and utility apps from Figma specs, one every 3–4 days: 2D physics, in-game currency and item shop

Gozle · Oct – Nov 2023

GozleKids, kids' video platform, 5K+ downloads. Built solo: streaming video player with lazy loading and custom controls

Yuanshop · Jun 2022 – Jan 2023

First commercial app, built under mentorship: e-commerce from Figma designs to release

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Open to remote

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Tools and technologies

Mobile Flutter, Dart, bloc

Data Drift, SQLite, Secure Storage

Networking dio, retrofit, WebSocket, Socket.IO

Firestore FCM, Crashlytics, Firestore, Cloud Storage

Backend FastAPI, PostgreSQL, Docker, Nginx

2D & physics Flame, Forge2D

Tooling melos, fvm, Git, Claude Code, Cursor

Languages

English — B2

Russian — Fluent

Turkmen — Native

Education

Foundation in Computing
Taylor's College, Malaysia
2025 – 2026

Interests

AI/ML on-device speech models for Turkmen

Fintech payment systems, e-wallets

Chess amateur, play online