

Sardor Narziyev

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Android Engineer with 5 years of experience delivering payment, social media, and point-of-sale apps to high-value clients. I have experience working with huge codebases, legacy systems, and remote teams in other countries, talking with client product owners directly, managing small teams, and setting up CI/CD pipelines.

PROFESSIONAL EXPERIENCE

Senior Android Developer, [Payme.uz](#) (part of TBC Uzbekistan) November 2024 – Present

- **Leading PFM and Payme Plus team** managing one junior Android Developer, and **mentoring interns**
- Redesigned Cheque, Monitoring and Pay Result Screens in Jetpack Compose with **animation and sound**
- **Decreased Java codebase by about 10%**, migrated three flows to Jetpack Compose
- **Modularized PFM and Payme Plus features** from app to feature modules based on Clean Architecture
- Supported **5+MLN MAU**, worked with **20 Android Developers**, multiple Product teams and Core team
- Worked with **Java, RxJava, Dagger-Hilt, Kotlin Coroutines, Fragments, Jetpack Compose, XML, Gson**

Senior Android Developer, SSD Software Solution ([MobiUz](#)) May 2023 – November 2024

- Was responsible for full codebase, operating as a **one man team delivering features**
- Increased crash free rate from **98.7% to 99.8% with in 3 months**
- **Implemented full redesign** of the app also **migrating from XML to Jetpack Compose**
- Setup fastlane to **automate Google Play release** process
- Supported **1+MLN MAU**, worked in a team of **2 Android Developers**, agile fast moving team
- Worked with **Jetpack Navigation, Jetpack Compose, XML, OkHttp, Retrofit, KotlinX-Serizalization**

Android Developer, [Jafton.com](#) May 2023 – November 2024

- Developed 3 apps, Skylab, **Minnect (50k MAU, \$100k MRR)**, Appcompanionist (**\$10k MRR** from subscriptions)
- **Built AppFactory in Bitrise** to generate different versions app the whitelabel app
- Migrated Minnect App from XML and Activity based navigation to Fragments and Jetpack Navigation
- Migrated Appcompanionist from **Google Play Billing to Revenue Cat** also introducing Authentication
- Supported Android NDK codebase with AAudio integration
- Worked with **Google Play Billing, Jetpack Media3, Bitrise, Twilio Video SDK, [Socket.io](#), Android NDK**

Android Developer, [cdti.uz](#) ([a-pay.uz](#)) Nov 2022 – May 2023

- Developed Card Ordering and activation functionality for Apay Payment
- Worked with **Dagger2, Badoo Ribs Architecture, MVI Kotlin by ArkIvanov, Kotlin Coroutines**
- Integrated **Firebase Dynamic Links** for Deeplinking

EDUCATION

Turin Polytechnic University

Bachelor of Engineering in IT and Automation