Zokirjon Mamadjonov

Software Engineer (Mobile)

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PROFILE

Highly motivated Software Engineer (Mobile) proficient in Kotlin and Java for Android development, with growing experience in iOS development using Swift. Skilled in agile methodologies and cross-functional collaboration to deliver high-quality mobile applications. Primarily focused on Android, with exposure to iOS platforms and a passion for creating polished, user-centered apps.

EDUCATION

Vistula University — Bachelor of Engineering in Computer Engineering
Graduated: March 2025
GPA: 4.68

LANGUAGES

Tajik — Native | **Uzbek —** Native | **English —** Fluent | **Russian —** Basic

SOFT SKILLS

- Communication
- Teamwork
- Problem Solving
- Time Management
- Adaptability
- Self Motivated
- Accountability
- Patience
- Attention to Detail
- Self Awareness

HARD SKILLS

Android Development: • Kotlin • Java • Retrofit • OkHttp • Apollo Android • Hilt • JUnit • Mockito • Espresso • Jetpack Compose • Android Studio
iOS Development: • Swift • SwiftUI • XCode
General Tools: • Git • GitHub • REST • GraphQL • Firebase • ML Kit

EXPERIENCE

Box
Warsaw, Poland

Software Engineer II
Oct 2024 – Present

- Implementing and maintaining key features in Box's mobile application
- Regular code maintenance, bug fixes, and performance optimizations to ensure app stability and reliability
- Collaborating with product and QA teams to deliver new features and updates on time, ensuring a high-quality user experience
- Writing automated tests to maintain high standards of code quality and prevent regressions

Software Engineer Intern
Jul 2024 – Sep 2024

- Modernization of GIF file previews in the Android app, improving loading times and enhancing the user experience for rich media
- Integrated the Glide library for efficient GIF loading and caching, optimizing resource usage and app responsiveness
- Collaborated with senior developers to design scalable solutions for GIF handling, ensuring compatibility across multiple Android versions
- Achieved full test coverage by writing local and instrumented test cases, verifying GIF rendering across devices and screen sizes

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Freeport Metrics
Warsaw, Poland

Junior Android Developer
May 2023 – Oct 2023
Project 1: Android App for the Prepaid Toll Program
- Contributed to Android app development using Apollo Android, GraphQL, DataBinding, Dependency Injection, and MVVM architecture
- Assisted senior developers in refining project requirements, accelerating the implementation of key features
- Conducted thorough testing to verify issue resolution before final reviews and releases
- Adapted quickly to new technologies and frameworks, demonstrating flexibility and problem-solving skills

Project 2: iOS / Android App for Planning Tours
- Developed iOS/Android applications by integrating OpenAI APIs, Google AI APIs, Google Maps SDK, and Firebase, while employing MVVM, Hilt DI, and Data Binding
- Worked on integrating AI functionalities for tour planning, enhancing user experience across platforms
- Troubleshot and resolved complex technical issues, ensuring timely delivery of high-quality applications
- Collaborated closely with team members to ensure seamless integration and functionality of all components

Software Developer Intern
Feb 2023 – Apr 2023
- Developed an Android application using Countries API, leveraging Apollo Android and GraphQL for efficient data handling
- Implemented Hilt dependency injection to improve code modularity and scalability
- Integrated Firebase Authentication and Cloud Storage for secure user authentication and scalable data management
- Worked with experienced developers to follow best practices and modern development standards
- Demonstrated adaptability by swiftly learning and applying new technologies, tools, and methodologies throughout the internship