

Artem Borovik

www.linkedin.com/in/borovik-artem | polzovatellllk@gmail.com

Mobile and software developer with experience in Flutter, iOS, and Rust development. Strong problem-solving, debugging, and cross-platform engineering skills. Comfortable working in both startup and enterprise environments, with hands-on experience delivering products in Scrum and Kanban teams. Currently focused on opportunities in the Rust ecosystem.

Professional Experience

Rust Developer | Startup | Jun 2024 - Feb 2026

Projects: NDA (Virtual machines)

- Built web, mobile, and CLI applications from scratch using Rust
- Wrote reusable and configurable cross-platform code targeting desktop, mobile, and web environments, including WebAssembly via wasm-bindgen
- Configured and optimized complex CI/CD workflows, reducing CD build time by 60%

Key technologies: Rust, C/C++, GitHub Actions, Wasmtime, Tokio, Axum, SeaORM & Cornucopia-rs (for PostgreSQL), Tungstenite (for WebSockets), WebRTC, Wry, Winit, Vulkan, GDBStub for Rust

Flutter Developer | Harbros Agency | Oct 2024 - Present

Projects: EMIAS (Medical), Frisbi24 (Fintech), Foodlabs (Health & Fitness), NDA (Travel)

- Built multiple Flutter applications from scratch, including an EMIAS application and a travel booking product, delivering complex functionality under tight deadlines
- Refactored large codebases for Frisbi24 and Foodlabs, introducing modern state management with BLoC and Riverpod to improve maintainability and reduce technical debt
- Developed high-impact features including discount engines, gamification systems, and custom UI components
- Implemented WebView-based logic sharing between mobile and web platforms to ensure consistency in business logic and design

Key technologies: Dart, Flutter, BLoC, Riverpod, Retrofit for Dart, WebView for Flutter

iOS Developer | Harbros Agency | Oct 2021 - May 2025

Projects: Mooni (Health), PBS (Education), NDA (Fintech/Banking), NDA (Messenger), NDA (Navigation)

- Maintained critical banking modules, including payments and currency exchange, while addressing technical debt and introducing custom static analysis rules
- Performed profiling and algorithm optimization for data-heavy applications to improve runtime performance and user experience
- Contributed to the integration of a platform-specific rendering API to extend support to additional operating systems
- Helped build a high-performance custom UI layout system for a multi-functional messenger application
- Increased UI and unit test coverage across banking and messaging modules

Key technologies: Swift, C++, Objective-C, SwiftUI, UIKit

Education

Brest State Technical University (BrGTU) | 2020 — 2024 Engineer-Programmer (Software Information Technology)

Languages

English: B1+

Russian: Native