

ZAFARJON URALOV

Frontend Engineer (AI/ML Systems)

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SUMMARY

Frontend Engineer with a cross-discipline background in Vue 3, React, and TypeScript, plus applied ML. Built production AI systems for government — RAG over legal document corpora, custom Uzbek STT models (FastConformer, Parakeet TDT), and LLM-powered UI orchestration. Open-source contributor on Hugging Face; open to both frontend and AI engineering roles.

EXPERIENCE

Frontend Engineer — *Digital Technology Center* — *Tashkent, Uzbekistan (Hybrid)* Feb 2025 – Present

- Built AI-powered assistant that controls app features and auto-fills structured data, reducing manual data-entry time by ~35% across 4 internal departments.
- Architected design system with 60+ reusable components (forms, data tables, dashboards, navigation) in Vue 3 and React, adopted across 4 internal products and reducing frontend development time by ~30%.
- Integrated RAG pipeline over internal help and legal documents; embedded speech-to-text for voice-driven data entry.

Frontend Developer — *RealSoft* — *Tashkent Region, Uzbekistan (On-site)* Jan 2022 – Feb 2025

- Engineered multi-provider OAuth layer (Google, Apple, LinkedIn, Eimzo, UniPass) serving 1M+ daily authentications with 99.7% success rate on the Platon platform.
- Built real-time WebSocket chat interface that cut average support first-response time by 30%; developed shared UI kit adopted by 3 frontend modules.
- Architected offline-first POS system (Nuxt 3 + TypeScript) with barcode scanning, inventory, and receipt generation — reduced checkout time by ~20% for small retailers.

Full-stack Developer (Internship) — *RealSoft* — *Tashkent Region, Uzbekistan* Nov 2021 – Jan 2022

- Developed communication features (chat, SMS, calling) using NestJS, MongoDB, and WebSockets, working across backend and frontend (Node.js, Vue.js).

Full Stack Engineer (Internship) — *Robocontest.uz* — *Tashkent Region, Uzbekistan (On-site)* Aug 2021 – Nov 2021

- Worked across the stack with Vue.js, Node.js, JavaScript, HTML5, and CI/CD pipelines.

PROJECTS

Uzbek Speech-to-Text Engine — Open Source — *huggingface.co/zafarr* May 2026 – Present

- FastConformer (114M params): 8.31% WER · 10–20× faster than alternatives · 95%+ accuracy on clear audio vs. Kotib (764M, 16.7% WER) and Whisper v3 (1.5B, ~30% WER).
- FastConformer v1.5: retrained on ~10 hours of call-center audio to improve accuracy on informal/phone speech while holding WER steady.
- Parakeet TDT (600M): first open-source Uzbek adaptation of the Parakeet architecture, optimized for live transcription; resolved RNNT training instability from CUDA kernel issues in the NeMo stack. Published on Hugging Face with an interactive demo.

SKILLS

Frontend: JavaScript, TypeScript, Vue 3, React, Nuxt 3, Pinia, TanStack Query, Tailwind CSS, WebSockets, OAuth 2.0, REST APIs

AI / ML: Python, PyTorch, Hugging Face Transformers, NeMo, FastConformer, Mixed-Precision Training, Intel Gaudi 2 (SynapseAI), CUDA

Tools: Git, Docker, Jest, Vitest, Vite, GitHub Actions, Linux, Figma

EDUCATION

BSc in Mobile Engineering 2021 – 2025

Tashkent University of Information Technologies · GPA 3.6/4.0