

Android Developer

Artem Chepurnoy

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Personal Statement

A versatile and professional software developer with a commitment to and experience of developing innovative and complex software solutions. More than five years of experience in developing Android apps.

I am Recognized Developer and Themer at XDA-Developers from 2013 to present time.

Skills

- **Programming** with Java, Kotlin, C#, Python, Delphi etc.
- **Databases** with SQL, NoSQL.
- **Web apps** with JavaScript, HTML/CSS, ReactJS, Angular.
- **Android apps** with Java, Kotlin.
- **English** with intermediate level.

Projects

- **Horario** (*November 2016 – Present*) — Learning platform for students that aims to simplify creating, distributing and grading assignments as well as improving communication between students and teachers.

Author

Open-source, Kotlin, Firebase, Java, Gradle

Designed and implemented the concept, designed the model of document-oriented database for platform, designed the logo, designed and implemented architecture to support both phones and tablets, maintainer of repository.

- **AcDisplay** (*December 2013 – July 2015*) — Beautiful app for handling incoming notifications.

Author

Open-source, Java, Python, Gradle

Pioneered custom Ambient display category of apps, designed and implemented the concept, developed touch-forwarding module, designed the logo, maintainer of repository.

- **Corgi for Feedly** (*March 2015 – August 2017*) — Your personal magazine right on the lock screen.

Software Engineer & Designer at Corgi for Feedly Lock Screen

Java

Designed and developed the Android Keyguard and Notifications modules, designed the concept of *extended* lock screen, designed and implemented the graphical user interface, helped to maintain git-repository of the project.

- **FifteenPuzzle** (*January 2013 – December 2013*) — Best fifteen puzzle for Android.

Author

Open-source, Java, OpenGL ES2

Designed and implemented the concept, implemented rendering via OpenGL, developed methods for handling touches, animated the puzzle board.

- **SudokuSolver** (*January 2015 – April 2015*) — Simple sudoku-solver that can be used to solve or help to generate sudokus.

Author

Open-source, Python 3

Implemented rules with easy & medium complexity, developed two variants of script: one that is guranteed to solve the sudoku (if solveable by used set of rules) and one that uses brute-force if stuck.

- Multiple other apps and custom ROMs.

Profiles

GitHub github.com/AChep

Stack Overflow stackoverflow.com/users/1408535/achep

XDA-Developers forum.xda-developers.com/member.php?u=3685328

Education

**2014 National Technical University «Kharkiv polytechnic institute»
Software Engineering and Management Information Technologies.**

Modules included

- **English** (*A*)
- **Calculus** (*A*)
- **Fuzzy Technologies** (*A*)
- **Database Modeling** (*C*)
- **Programming** (*A*)
- **Software Engineering** (*A*)
- **Software Modeling and Analysis** (*A*)
- **Requirements analysis** (*A*)

Achievements

- **IT-EUREKA! HACKATHON** with Horario platform.
- **Battle of Universities. Startup.Network** with Shop Sales — Android application that allows users to subscribe on categories of products, view map of nearby sales.

A prizewinner of multiple regional olympiads in Programming, Information Technology, Astronomy and Math.