

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 six years of experience in developing apps.

Skills


General

- **Programming** with Kotlin, Java, Dart, C#, Python, JavaScript, TypeScript, Delphi etc.
- **Native Android apps** with Kotlin, Java, **multiplatform apps** with Kotlin, JavaScript, Dart, Java **crossplatform apps** with Flutter.
- **Designing apps** with MVP, MVVM, MVC architecture patterns.
- **Building** with Gradle, Maven, Webpack.
- **Databases** with SQL, NoSQL.
- **Version control** with Git.
- **English** with intermediate level.






Android

- **Advanced at** Kotlin, Java. Dependency Injection, REST, etc.
- **Strong at** Object-Oriented Programming, Architecture Modeling, Database Modeling, Rx, Phone & Tablet support, Custom Views, Lifecycles, Services,
- **Intermediate at** ORMs, SQLite, Memory management, Continuous Integration, Wear OS, OpenGL ES, etc.




Projects

- **AcDisplay** for Android — a new way of handling notifications.
Personal project on , used {Java, Python} [2013–2015]
Pioneered the Ambient display idea, designed and implemented the concept from scratch, designed the logo and the interface, maintainer of the repository.

AcDisplay has been installed over a three million times on Google Play.

- **Corgi for Feedly** for Android — Your personal magazine right on the lock screen.
Software Engineer & Designer at Corgi Inc., used {Java} [2015–2017]
Designed and developed the Android Keyguard and Notifications modules, implemented the graphical user interface, helped to design the concept of *extended* lock screen, helped to maintain git-repository of the project.
- **Horario** for Android — Learning platform for students that aims to simplify creating, distributing and grading assignments as well as improving communication between students and teachers.
Personal project on , used {Kotlin, Firebase, Java, JavaScript} [2016–Present]
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.
Horario was fully rewritten on Kotlin and Firebase Firestore instead of Java and Firebase Realtime Database.
- **FifteenPuzzle** for Android — Best fifteen puzzle.
Personal project on , used {Java, OpenGL ES2} [2013–2013]
Designed and implemented the concept, implemented rendering via OpenGL, developed methods for handling touches, animated the puzzle board.
- **Horlogo** for Wear OS — Exemplary stylish simple watch face.
Personal project on , used {Kotlin} [2018–Present]
Designed and implemented the concept, designed the logo and the interface, maintainer of the repository.
- **SudokuSolver** for Desktop — Simple sudoku-solver that can be used to solve or help to generate sudokus.
Personal project on , used {Python 3} [2015–2015]
Implemented rules such as «Hidden Singles», «Hidden Candidates», «Naked Pairs» and «Intersection Removal», developed two variants of the script: the one that only uses logical rules and the one that uses brute-force if stuck.
- **GingerDX** for Android — Fast, smooth and lightweight CyanogenMOD 7 based ROM with some special features.
Group project on , used {Java} [2012–2013]
Added motion gestures to alarm app (merged into CM later on), modified system UI to be looking like Android 4.x, helped to write digitizer module to bring partial multitouch support.
- Multiple other apps and custom ROMs.

Profiles

	GitHub	github.com/AChep
	LinkedIn	linkedin.com/in/artemchep
	Stack Overflow	stackoverflow.com/users/1408535/achep

Education

2014 – 2018, 2018 – Present, 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 Testing (*A*)
- Software Modeling and Analysis (*A*)
- Requirements analysis (*A*)

Experience

2018 Feb. – Present Android Developer at **CHI Software**.

2015 Mar. – **2017 Aug.** Android Developer at **Corgi Inc.**

Certificates

Cambridge Certification Authority

- **Java Level 1**, completed on 1st March 2018
- **Python Level 1**, completed on 1st March 2018

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.

Recognized Developer and Themer at XDA-Developers from 2013 to present time. A prizewinner of multiple regional olympiads in Programming, Information Technology, Astronomy and Math.