

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.

Horario was fully rewritten on Kotlin and Firebase Firestore instead of Java and Firebase Realtime Database.

- **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.

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

- **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, implemented the graphical user interface, helped to design the concept of *extended* lock screen, 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 such as «Hidden Singles», «Hidden Candidates», «Naked Pairs» and «Intersection Removal», developed two variants of the script: the one that only uses rules and the one that uses brute-force if stuck.
- **GingerDX** (*July 2012 – May 2013*) — Fast, smooth and lightweight CM7 based ROM with some special features.
Software Engineer & Designer *Open-source, Java*
 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
Stack Overflow	stackoverflow.com/users/1408535/ache
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

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| • English (<i>A</i>) | • Programming (<i>A</i>) |
| • Calculus (<i>A</i>) | • Software Testing (<i>A</i>) |
| • Fuzzy Technologies (<i>A</i>) | • Software Modeling and Analysis (<i>A</i>) |
| • Database Modeling (<i>C</i>) | • Requirements analysis (<i>A</i>) |

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.