



Kanstantsin Kustau

Android Engineer

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Date of Birth: 31/08/94

I am working with Android starting from the **June 2015**. **My relevant experience includes** communication with customer, projects development, features development, code review skills, task estimations, working along Scrum, business trips, mentoring of developers. I am responsible, disciplined and organized. I constantly available for all types of communications.



Skills

- Android SDK (Base libraries, Firebase, Android Jetpack, Android Architecture Components, Automated Testing)
- 3Rd party Android Libraries (Retrofit, Okhttp3, Rx, Dagger, Butter Knife, EventBus, Picasso, Glide, Stetho, Realm, Moxy, Socket.IO, LibGDX, Quickblox, LeakCanary)
- Java
- Kotlin
- Databases, SQLite, NoSQL
- OOP, Functional Programming, Multithreading, Architectural and Design Patterns
- Teamwork / Collaboration



Work History

Jun 2018 - Sep 2019 **Software Engineer**
ScienceSoft, Minsk, Abu Dhabi

- Project is protected by a Non-Disclosure Agreement (NDA)**
Country: UAE. Developed native mobile messenger for Secure Arab Mobile Phone. I have been working in Minsk and had a two-month business trip to the office of client in Abu Dhabi. I was interacting daily with 10-person android development team, iOS developers team, design team, graphic animator, business analyst and product owner. Main technologies: Java, Android SDK, Clean Architecture, Android Architecture Components, Rx, Retrofit 2, Dagger 2
- LatticePro**

Country: USA. As a part of a programming medical system this application offers a hand to the medical workers to deal with their patients. Installed into the hospital van and indicates and displays the fluorography results and other parameters. Personally created this android app from scratch. On daily basis interacted with the team that consisted of android developer (me), iOS developer, backend developer, two testers, frontend developer, business analyst, project manager and product owner. Main technologies: Kotlin, Android SDK, Clean Architecture, Rx, Retrofit, Dagger 2, Glide

- **Lixar**

Country: Canada. The app displays the patient's health performance, specifically the heart rate and the blood pressure. The analysis includes the mathematical graphs which are built and synchronized in real time. On daily basis personally interacted with two android developers, project manager and product owner. Main technologies: Kotlin, Android SDK, Rx, Retrofit, Dagger 2

- **SINAM**

Country: Belarus. Banking App, which creates a Digital Wallet the user and provides numerous abilities to him / her in order to unify all user's accounts and to perform interconnected banking operations. There were three android developers in the engineering team (including me) and project manager. Main technologies: Kotlin, Android SDK, Clean Architecture, Rx, Retrofit, Dagger 2, Glide

Jun 2017 -
Jun 2018

Software Engineer

VironIT, Minsk

- **Yota**

Country: Russia. An application for the mobile device called YotaPhone. This app provides an ability to the user to change the package of his / her mobile services and rates. After the application's release designed several updates. Daily interacted with three android developers (including me), four iOS developers, testers, design and project manager. Main technologies: Java, Realm, Room, Rx, Firebase, Retrofit, Dagger 2, Picasso

- **Pluggd**

Country: Canada. This is startup. This is system of interaction between contractors and customers. Customers place vacancies in this system and contractors respond to them. I made mobile app from scratch. I interacted daily with team that consisted of two android developers (including me), two iOS developers, two backend developers, two tester, design and project manager. Main technologies: Java, Android SDK, Moxy, Rx, Retrofit, Dagger 2, Glide

- **Workchat**

Country: USA. This is a system of interaction between customers and mechanics of the automobile workshop. The client are able to see the work that is being done on his machine, also the status of the work and correspond with the mechanic in real time. I was supporting this app after its release. The team consisted of two android developers (including me), two iOS developers, tester, design and project manager. Main technologies: Java, AndroidSDK, Retrofit 2, EventBus, Espresso, Picasso, quickblox

Oct 2015 -
Jun 2017

Software Engineer

Golden Software of Belarus, Ltd, Minsk

- **GdmnTAmobile**

The app provides modular solution for erp systems. It is intended for suppliers of goods. In

addition, work with geolocations has been implemented. I made this app from scratch. There were four mobile developers in the engineering team (including me). Main technologies: JavaScript, React Native

- **GdmnSkeleton**

I worked on the java libraries needed to speed up development of modular solutions for erp systems. I made this project from scratch. The main language is java. There were four android developers in engineering team (including me)

- **GedeminSalary**

This app is a modular solution for erp systems. It implements such modules as informing staff, payroll, time tracking, document management. I maintained and improved this app before release and after release. Main technologies: Java, Android SDK, Realm, Espresso. There were four android developers in the engineering team (including me)

Jun 2015 -
Oct 2015

Software Engineer

Freelance, Minsk

- **Farfor Say differently**

Country: Russia. The app is an advertising game for a restaurant chain which is an imitation of the word game "Alias". I made this app did from scratch. I worked alone. Main technologies: Android SDK, Java

- **SMS Autoresponder**

Country: Romania. This is an autoresponder app. If the subscriber drops the phone, does not answer, or events of this kind occur, then SMS alerts came to caller. I made this app from scratch. I worked alone. Main technologies: Android SDK, Java, I used the API to work with an answering machine

- **Universe of guitars**

Own development. The app is a game like Guitar Hero. This app has 2D graphics, level logic and rating system. I made this app from scratch. I worked alone. Main technologies: libGDX, Java, Box2D



Education

Sep 2011 -
Jul 2016

Bachelor of Science: Information Technologies Engineer

Belarusian State University of Informatics And Radioelectronics - Minsk

Higher education.

Degree Name: specialist, Information Technology Engineer.



Languages

Russian (Native)

Belarusian (Native)

English (Intermediate)