Anton Shkurenko

Android Developer
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Date of birth: 06.12.1994

SKILLS

Java (core, collections, multithreading), RxJava (Rx family), databases (SQLite, ActiveAndroid, Realm), networking (OkHttp, Retrofit, Volley), FCM (ex-GCM), BaaS (Firebase, Parse), socials, Google Maps v2 (locations, places), iBeacon, in-app billing, ads (AdColony, Chartboost, AdWords), stats (Flurry), crash tracking (Rollbar, Crashlytics, Bugsnag), testing (Espresso 2, Unit 4, Mockito).

EXPERIENCE

Android Developer, CAYUGAsoft Technologies LLC   November 2015 - Present
Inner company application for making gif files (own quantization algorithm)

Developing and supporting existing project (custom views, multi-flavors, in-app billing)

Android Developer, I2I LLC, Kyiv   April 2015 - November 2015
App for the shopping malls (iBeacon, GCM, Volley+GSON, Social integration)

Application for the self-education (RxJava, Retrofit, Rollbar)

Android Developer, Freelance, Kyiv   January 2015 - April 2015
Freelance project which is under NDA (Google Maps v2, Google Places API, GCM)

OTHER PROJECTS

2016. Freelance project which is under NDA (custom views, ads with AdColony, Chartboost, AdWords, stats with Flurry)

2016. Project for the quest room Claustrophobia (custom views, connection to the Arduino via Bluetooth)

PET PROJECTS

2015. Accelerometer-based game made with OpenGL ES 2.0 (https://play.google.com/store/apps/details?id=com.mobilechallenge.game).

2016. Cigasharer. Super simple app for measuring cigarette to share it with friends (https://play.google.com/store/apps/details?id=io.github.tonyshkurenko.letssmoke).

HONORS & AWARDS

June 2016. Finalist of the AngelHack Lviv 2016 with project Sunday.

May 2016. 3rd place on the CactusHack 2016 with project LookAround.

September 2015. 2nd place on the Kyiv Smart City Hackathon with project ARBUZ.

ADDITIONAL INFORMATION

I've made a couple of Twitter bots with Python (https://github.com/tonyshkurenko/Bots).

I write tech articles in my medium blog (https://medium.com/@tonyshkurenko/).

I like to visit tech conferences about mobile and game development. I'm passionate about clean architecture, flexible solutions and brilliant performance.

I don't like iOS-like design on Android, continuous bug fixing and legacy code.