

Anton Shkurenko

Android Developer

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Date of birth: 06.12.1994

SKILLS

Java (core, collections, multithreading), Kotlin, RxJava (Rx family, 1.x, 2.x), databases (SQLite, Realm), networking (OkHttp, Retrofit, Volley), FCM (ex-GCM), BaaS (Firebase, Parse), socials, Google Maps v2 (locations, places), iBeacon, BLE, in-app billing, stats (Flurry, Fabric), crash tracking (Rollbar, Crashlytics, Bugsnag), testing (Espresso 2, JUnit 4, Mockito).

EXPERIENCE

Java/Android Developer, CyberVision, Inc. October 2016 - Present

- Samples for Kaa Project (open-source IoT platform)
- Supporting BLE library + developing and supporting existing project (BLE)

Android Developer, CAYUGAsoft Technologies LLC November 2015 - October 2016

- 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 2014 - 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 October 2013 - March 2014

- Freelance project which is under NDA (Google Maps v2, Google Places API, GCM)

OTHER PROJECTS

- 2016. Freelance (NDA) (custom views, ads with AdColony, Chartboost, stats with Flurry)
- 2016. Project for the quest room [Claustrophobia](#) (custom views, Bluetooth)

PET PROJECTS

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

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 like clean architecture, flexible solutions and brilliant performance.
- I like StackOverflow (<http://stackoverflow.com/users/4142087/anton-shkurenko>).
- I don't like iOS-like design on Android, continuous bug fixing and legacy code.