Anton Shkurenko

Date of birth: 06.12.1994 Phone: +380 93 5292644

Email: tonyshkurenko@gmail.com

Skype: elaugfein

Telegram: @tonyshkurenko GitHub: @tonyshkurenko Position: Android Developer

Professional skills:

- Java Core, Multithreading, Collections, Lambda Expressions etc.;
- Android SDK (2.3.3+ & 4.0.3+);
- RxJava (RxAndroid, RxLifecycle etc.);
- SQLite, ActiveAndroid ORM;
- REST (Volley+GSON, Retrofit), BaaS (Parse), Google Cloud Messaging;
- Social integration (Facebook, Twitter, VK);
- Google Maps v2, Locations API, iBeacon (Kontakt.io SDK, AltBeacon Beacon Library);
- XML, JSON;
- Object-oriented design patterns;
- Error tracking (Rollbar);
- VCS: Git.

Experience:

04.2015 - Present - I2I LLC - Android Developer

- Mobile application for the shopping malls:
 - Indoor navigation with iBeacon;
 - · Push notifications with Google Cloud Messaging;
 - Connection with RESTful server via Volley+GSON;
 - Social integration.
- Mobile application for the self-education:
 - Reactive Extensions usage;
 - · Connection with RESTful server via Retrofit;
 - · Crash tracking with Rollbar;
 - · Retrolambda usage.

01.2015 - 04.2015 - freelance (project is under NDA)

Education:

2012 – Present – National Technical University of Ukraine "Kyiv Polytechnic Institute", Faculty of Informatics and Computer Technology, Computer science.

Additional education:

March – june 2015 «Learndroid». E-legion & Google.

Honors & Awards:

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

- Google Maps v2 for markers and directions;
- Parse.com as BaaS;
- EventBus for thread communication.

Language:

Ukrainian, Russian – Native, English – Intermediate.

About me:

I like to read articles and books about design patterns («Design Patterns» by Gang of Four or «Game Programming Patterns» by Bob Nystrom). Also I read books about Android programming: «Hello, Android» by Ed Burnette, «The Big Nerd Ranch Guide» by Brian Hardy and Bill Phillips.

I tried myself in game development translating some Box2d tutorials from <u>Emanuele Feronato</u>'s blog from Action Script to Java and finished tutorials from «OpenGL ES 2 for Android» by Kevin Brothaler. Also sometimes I develop extensions for Google Chrome.

Links:

LinkedIn: https://ua.linkedin.com/in/tonyshkurenko

StackOverflow: http://stackoverflow.com/users/4142087/anton-shkurenko

Personal page: http://cullycross.me