

Fabian Shallari

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FREELANCE PROJECTS

Charlie

Android Developer

Charlie is a musical companion app. It lets you recognize songs and makes musical suggestions in a UX-friendly chat interface:

- Built and deployed Android app from scratch.
- Helped with the design by providing feedback during the design sprints based on personal experience with Material Design and Android UI and UX implementation.
- Integrated with Discogs, Gracenote and YouTube APIs.
- Play Store Link: <https://play.google.com/store/apps/details?id=guru.charlie.android>

WeTick

Android Developer

WeTick is a social network that allows its users to post two pictures and prompts their followers help them decide on which picture and theme is better.

- Built and deployed Android app from the ground up and integrated with the backend
- Successfully adapted the iOS design to the more platform friendly Material Design
- Play Store Link: <https://play.google.com/store/apps/details?id=com.wetick.android>

Anime Muzei

Android Developer

Anime Muzei is a plug-in app for the famous **Muzei Live Wallpaper** app. It uses Imgur API to fetch anime images and provide them to the Muzei app. I made this project open-source since it was a fun project which I did on a weekend, chiefly so that I could use it on my own device.

- Play Store Link: <https://play.google.com/store/apps/details?id=codes.fabio.animemuzei>
- Github Link: <https://github.com/FabianShallari/anime-muzei>

WORK EXPERIENCE

InStaff & Jobs GmbH

March 2017 - March 2018

Android Developer, API Developer

Responsible for developing and maintaining the company's Android app from the ground up. The app is used by students and jobbers to apply for short-term jobs published on the company's marketplace. Used an offline first approach and supported poor network conditions with an automatic retry feature. Developed advanced features such as chat messaging, image cropping and local storage caching. Used the following technologies and libraries to deliver a resilient and almost always crash free application (lowest point 97% crash-free):

- Dagger 2
- RxJava 1
- Conductor
- Realm Datastore
- Android-Image-Cropper

I was responsible as well for developing the API endpoints on the backend using PHP, for communicating and integrating with the app.

- Play Store Link: <https://play.google.com/store/apps/details?id=jobs.instaff.android>

Softup Solutions

November 2016 - February 2017

Javascript Developer, React Native Developer

During my time with Softup I was responsible for developing cross-platform mobile apps using Javascript/ES6 and React Native.

Pomodoro Pizza & More

October 2015 – October 2016

Android Developer

Pomodoro Pizza & More was an Albanian startup that specialized in pizza delivery. I built the Android app from the ground up and integrated it with the Parse backend. I also adapted the iOS design of the iOS app to the Android's platform-friendly Material Design, in order to make the app familiar with the platform users.

- Play Store Link: <https://play.google.com/store/apps/details?id=al.pomodoro.android>

Scopic Software

June 2015 – October 2015

Android Developer

I worked as a fully remote Android developer for the international company Scopic Software, based in Massachusetts, USA. I worked directly with clients and did several feature development and bugs fixing on existing apps.

- Driver's Companion - Internal app
- Scourby YouBible - Client app.

EDUCATION

Bachelor in Computer Engineering, October 2016

Polytechnic University of Tirana

Some of my favorite courses:

- *Computer Networks*
- *Operating Systems*
- *Algorithms & Data Structures*

SKILLS

I have extensive experience (3+ years) with Android platform APIs and the Java Programming Language. I have built several apps from the ground up and delivered them successfully to the Play Store. Most of the apps I have built required an offline-first approach using the local storage and I also have experience developing resilient apps which use automatic retry in the case of failed network requests due to poor networking conditions. I have used modern approaches like dependency injection (using Dagger 2) for better code organization and ease of testing, and reactive frameworks like RxJava for easily managing event-based, asynchronous data flows within the apps I have worked on. I also have experience maintaining, refactoring and feature developing on existing codebases. The following is a subset of libraries/frameworks which I have hands-on experience developing with:

- RxJava
- Dagger 2
- AutoValue
- Realm Datastore
- Mosby MVP
- Android-Image-Cropper
- JobScheduler

INTERESTS

Besides being on the lookout of improving my skill set on Mobile Development with Android, I also have a very strong interest on working with backend and devops technologies. My goal is to become a Software Architect in the next 5 to 7 years so I would eagerly embrace opportunities which would let me experiment more with the following technologies:

- Kotlin
- Node.js
- Google Cloud Platform APIs
- Amazon Web Services
- Docker
- MongoDB
- Redis
- RabbitMQ