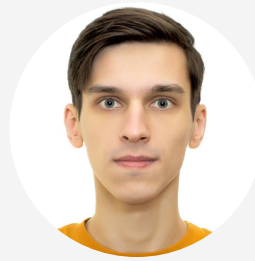# ALEKSEY HERMAN

ANDROID DEVELOPER

Belarus, Minsk
alekseyherman@gmail.com
+375 (33) 600-45-30
@aliaksei_herman
github.com/HermanAleksey

PROFILE

Android Developer with over 4 years of commercial experience, focused on building scalable and high-performance mobile solutions — even in cases with incomplete or evolving requirements. I operate at the intersection of development, architecture, and product thinking: analyzing problems, proposing optimal solutions, and communicating them clearly to the team.

I'm seeking a strong, product-oriented team where I can contribute meaningfully — both technically and by improving processes — while working with modern technologies and engineering practices.

SKILLS

Kotlin, Java, Jetpack Compose, Coroutines, Flow, RxJava, MVI, MVVM, MVP, Dagger, Hilt, Koin, Retrofit, Ktor, KMP, Gradle, WebView, SQL, Room, DataStore, Paging 3, Google Maps, ViewModel, Firebase, Material Design, Git, CI/CD (Jenkins), Unit Teting, Automator

EXPERIENCE

February 2023 – Present

Project: Alfa-Bank; the team was responsible for the "gamification" features in the "Investments" section, which are delivered in the "Alfa-Bank" and "Alfa-Investments" apps.

Technologies: View, Jetpack Compose, MVI, Coroutines, Dagger2, Room, BDUI.

Key Contributions:
- Developed custom views and contributed to the in-house BDUI framework
- Migrated the architecture from MVP to MVVM, and later to MVI
- Built internal libraries used by over 150 developers across the company
- Improved cross-app UX, replacing WebView in some cases and increasing conversion rates in target user actions by 20%+
- Developed and optimized CI/CD pipelines: accelerated development by automating Git Flow operations, as well as release and library adaptation processes
- Participated in defining and enforcing team processes
- Contributed to setting up product metrics tracking
- Took part in hiring and onboarding new developers and team members

Team: 1 PM, 4 SA, 1 BA, 2 Android, 2 iOS, 4 Backend, 1 JavaScript, 3 QA, 1 Designer.

September 2022 - Juanuary 2023

Project: Social network for anglers. Responsible for authentication functionality, news feed, maps.

Technologies: Jetpack Compose, Hilt, Coroutines, Flow, Retrofit, Pagination, Room, DataStore, Firebase, Coil, Google Maps, Google Auth, Compose Accompanist, Compose Destinations.

Key Contributions:
- UI/UX optimization of Compose screens, reducing the number of recompositions by 30%
- Optimized client-server interaction by refactoring coroutine usage, adding pagination and caching; as a result, data usage decreased by 40% and load times halved in some cases

Team: 1 PO/PM, 1 Android, 1 iOS, 1 Backend, 1 QA, 1 Designer.

September 2021 - September 2022

Project: App for interaction between bloggers and advertisers. Bloggers register, link their social networks, and receive advertising offers to earn.

Technologies: Moxy, Retrofit, RxJava, Hilt/Dagger, Room, Navigation Component, Data Binding, Glide, Picasso, Firebase (Analytics, Notifications), ExoPlayer, Intercom, Google Places, Espresso.

Key Contributions:
- Created various custom views
- Migrated the app from a monolith to a multi-module architecture
- Participated in migrating from Dagger2 to Hilt
- Added data caching where necessary - Configured CI/CD

Team: 1 PO/PM, 2 Android, 1 iOS, 1 JavaScript, 3 Backend, 2 QA, 1 Designer.

June 2021 - September 2021

Microloan App. Worked mainly on the registration flow and with CameraX.

March 2021 - June 2021

An app generating YouTube-like channel applications using product flavors. Worked on navigation and modularizing the project.

Pet project

Description: A small KMP-based project featuring authentication and an FTP client for the server, which is also part of the project. More details in the project's README on GitHub.

Technologies: KMP, CMP, Koin, Coroutines, Ktor, Room, Decompose, Coil.

LANGUAGES

Russian	native
English	upper-intermediate (B2)

EDUCATION

BSUIR

2017 - 2021 | Bachelor in Computer Engineering