Android Developer

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Summary

- Experienced **Android Developer** with **7 years** of expertise in mobile application development, specializing in **Kotlin, Java, and Flutter**. Proficient in **Jetpack Compose, Android SDK, NDK, Coroutines, RxJava, and modern architecture patterns (MVVM, MVP, Clean Architecture)**.
- Successfully published multiple applications on **Google Play**, including:

  - **People Notes (MyPeople)** – a personal contact management app designed to store important details about people, track key events, and provide personalized interactions.

  - **Resistance: Nightfall** – a social deduction game inspired by *The Resistance: Avalon*, featuring strategic team-based gameplay and engaging mechanics.
- Proficient in **Firebase services, Dependency Injection, Jetpack Compose for UI development** and **modern networking solutions**. Skilled in implementing **in-app billing, ads, and authentication**.
- Extensive experience in **Healthcare, Smart Home, Security, Media & Entertainment**, and **AI-powered solutions**. Hands-on expertise in **real-time video processing, networking, and databases**.
- **Leadership & Collaboration**: Led Android development for a **Smart Home project**, mentoring junior developers and improving app stability and performance. Experienced in **Agile, Scrum, and Kanban methodologies**, ensuring efficient project delivery.
- Passionate about **clean architecture, CI/CD automation, performance optimization**, and exploring **new technologies** to enhance mobile development skills and deliver high-quality applications.

Skills / Competencies

📌 **Programming Languages**	✅ **Kotlin, Java, C++, Dart, Python**
📌 **Core Technologies & Frameworks**	✅ **Android SDK, Jetpack Compose, Android NDK, Kotlin Multiplatform, Flutter**
📌 **UI Development**	✅ **Jetpack Compose, Material 3, Leanback (Android TV)**
📌 **Architecture & State Management**	✅ **MVVM, MVP, BLoC, Redux, Clean Architecture, GoF, SOLID** ✅ **LiveData, ViewModel, Flow**
📌 **Networking & APIs**	✅ **Retrofit 2, OkHttp, WebSockets, Socket API** ✅ **Fetch 2 (for downloads)**
📌 **Databases & Storage**	✅ **Room, Firebase Firestore, Firebase Realtime Database, Realm, SQLite, MySQL** ✅ **Firebase Storage, SharedPreferences, Proto DataStore**
📌 **Multithreading & Background Processing**	✅ **Coroutines/Flow, RxJava/RxKotlin, AsyncTask** ✅ **WorkManager, Coroutine Workers, Services**
📌 **Cloud & Firebase Services**	✅ **Firebase Authentication, Firestore, Realtime Database, Firebase Storage** ✅ **Firebase Analytics, Crashlytics, Remote Config, Firebase Performance Monitoring**
📌 **Dependency Injection (DI)**	✅ **Dagger 2, Hilt, Koin**
📌 **CI/CD & Version Control**	✅ **Git Flow, Git (GitHub, GitLab, Bitbucket)**
📌 **Billing & Monetization**	✅ **Google Play Billing, In-App Purchases (IAP), AdMob**
📌 **Multimedia & Camera**	✅ **CameraX, ExoPlayer, VLC, Glide, Coil**
📌 **Testing & Debugging**	✅ **Unit & UI Testing: JUnit 5, Espresso, Mockito** ✅ **Instrumentation & Automated Tests: Mockk, Firebase Test Lab** ✅ **Logging & Debugging: Timber, Android Profiler, LeakCanary**
📌 **Development Methodologies**	✅ **Agile, Scrum, Kanban, Waterfall**
📌 **Operating Systems & Development Tools**	✅ **macOS, Windows, Linux** ✅ **Android Studio, IntelliJ IDEA, Visual Studio Code**
🌐 **Languages**	🇬🇧 **English** – Upper-Intermediate (B2) 🇺🇦 **Ukrainian** – Native 🇷🇺 **Russian** – Fluent

🎓Education	Kharkiv National University of Radioelectronics 2020- Present, Postgraduate studies in computer engineering and management Kharkiv National University of Radioelectronics 2019- 2020, Master's degree in computer engineering and management Kharkiv National University of Radioelectronics 2014- 2019 Bachelor's degree in computer engineering and management

Experience

CHI Software	September 2020 – Present Android developer
Nitrix Studio	August 2018 – August 2020 Android/Flutter Developer
IT Company	September 2017 – June 2018 Android Developer

Projects

1. People Notes (MyPeople)

Project duration	*Dec 2024 – Present*
Technologies	*Kotlin, Jetpack Compose, Firebase Firestore, Firebase Storage, Hilt, Coroutines, Flow, WorkManager, Navigation Component, Material 3, Google Play Billing, AdMob*
About the project	A **personal contact management application** that allows users to store and organize detailed information about people, track key events, and maintain important notes. The app provides a flexible system for structuring personal and professional connections, setting reminders, and tracking special occasions.
Role	**Android Developer (Solo Project)**
Responsibilities	• Designed and developed the **entire application architecture** from scratch, using **Jetpack Compose** for a modern UI experience. • Implemented **database management** using **Firebase Firestore**, ensuring seamless data synchronization.

- Integrated **Google Play Billing and AdMob** for **monetization** via in-app purchases and ads.
- Developed a **custom notification system** for reminders and important events using **WorkManager**.
- Conducted **performance optimization**, improving app startup time and database query efficiency.
- Published the app on **Google Play**, managing releases, updates, and user feedback.

2. Resistance: Nightfall

Project duration	*Jan 2025 – Present*
Technologies	*Kotlin, Jetpack Compose, Firebase Firestore, Firebase Authentication, Hilt, Coroutines, Flow, Navigation Component, Material 3, Timber, JUnit, Mockk*
About the project	**Resistance: Nightfall** is a **multiplayer social deduction game** inspired by *The Resistance: Avalon*. Players take on secret roles, form teams, and attempt to complete or sabotage missions through strategy and deception. The game features **real-time online multiplayer**, private lobbies, role-based gameplay mechanics, and interactive chat.
Role	**Android Developer (Solo Project)**
Responsibilities	- Developed **real-time multiplayer logic** using **Firebase Firestore**. - Implemented **anonymous authentication** with Firebase. - Designed and built the **entire UI with Jetpack Compose** and **Material 3**. - Managed **game state, role assignment, and player interactions**. - Optimized **real-time game event handling** for a smooth user experience.

3. Smart Home

Project duration	Jul 2023 – Aug 2024
Technologies	Kotlin, MVP, Koin, RxJava2, Room, Glide, JUnit, CI/CD
About the project	Application to have control over the smart house and its systems. Users are able to setup different variety of home and rooms settings, control lights, shades, fans, and thermostats, observe live from cameras, managing security systems, and so on via this app. It supports mobile, tablets, TSW panels, TST, and TSR.

Role	Lead Android development
Responsibilities	• Performed detailed code reviews focusing on quality, performance, and security, providing constructive feedback to enhance coding standards and practices. • Mentored junior developers, fostering a culture of continuous improvement and learning. • Designed and implemented new features, ensuring seamless integration with existing systems. • Conducted thorough testing of developed features, documented test plans, and ensured high-quality deliverables. • Performed regular maintenance and resolved bugs, enhancing the overall system stability and user experience.

4. Healthcare

Project duration	Nov 2022 – Jun 2023
Technologies	Kotlin, MVVM, Dagger-Android, RxJava2, Room, Navigation Component
About the project	Medical portal for patients, doctors, and B2B. Personal accounts of patients, doctors, B2B. Consultations of doctors (text, audio, video chats with patients), an Internet platform for the sale of medical preparations. Forum for communication, news, articles
Role	Android developer
Responsibilities	• Designed and implemented new features, ensuring seamless integration with existing systems. • Conducted thorough testing of developed features, documented test plans, and ensured high-quality deliverables. • Performed regular maintenance and resolved bugs, enhancing the overall system stability and user experience.

5. Services

Project duration	May 2022 – Oct 2022
Technologies	Kotlin, C++, NDK, Dagger 2, Retrofit 2, Room, RxJava, Jetpack, Camera 2

About the project	Developed an application for car plate recognition. Implemented C++ ALPR OCR lib to the project using JNI and created SDK for it. The app analyzes images from the camera in real-time using Camera 2 and stores found car plates. Photos are saved into local storage and metadata are saved into DB using Room. Users are able to change OCR settings, search through found plates, and send data to the server using Retrofit 2.
Role	Android developer
Responsibilities	• Integrated the C++ ALPR (Automatic License Plate Recognition) OCR library into the Android project using JNI (Java Native Interface). • Ensured efficient communication between Java and native C++ code for real-time image processing. • Managed memory and optimized performance to handle high frame rates required for real-time processing.

6. Services

Project duration	Nov 2021 - Apr 2022
Technologies	Java, Android NDK
About the project	This app was developed to display various information, such as the floor number, direction of traffic, news, and images to the passengers of the elevator. The app observes signals from the FT232 port using the native C++ library SerialPort then decodes and handles commands emitted by the elevator.
Role	Android developer
Responsibilities	• Adapted and optimized features for tablet devices, ensuring responsive design and improved user interface and experience across different screen sizes.

7. Services

Project duration	Mar 2021 - Oct 2021
Technologies	Java, Wi-fi direct

About the project	Developed application for remote configuration of different parameters of the LiftApp using Wi-Fi Direct. Users can look for nearby LiftApp applications and connect to them using Wifi Direct. Then they are able to send various data. LiftApp handles this data to update configuration.
Role	Android developer
Responsibilities	• Designed and implemented new features, enhancing functionality and user experience. • Identified, diagnosed, and resolved software bugs, ensuring a smooth and reliable application performance. • Conducted code refactoring to improve code quality, maintainability, and performance.

8. Services

Project duration	Sept 2020 - Marc 2021
Technologies	Java, Root access
About the project	Developed application for auto-install and autorun LiftApp. This app uses root access and executes different commands to install LiftApp if a new version is found in the local storage. Also, this app handles the device lifecycle and launches LiftApp when the device is turned on.
Role	Android developer
Responsibilities	• Designed and implemented new features, enhancing functionality and user experience. • Identified, diagnosed, and resolved software bugs, ensuring a smooth and reliable application performance. • Conducted code refactoring to improve code quality, maintainability, and performance.

9. Media&Entertainment

Project duration	Feb 2020 - Sep 2020
Technologies	Java, ExoPlayer, Android Auto, Dagger 2, Fetch 2, RxJava

About the project	Developed a musical streaming application designed to provide an enhanced audio experience for users. The application offers features such as offline downloads, background playback, and integration with Android Auto.
Role	Android developer
Responsibilities	- Designed and implemented new functionality, including UI changes to enhance user experience, microservice features to support scalable architecture, and database stored procedures to optimize data handling and performance. - Created and modified user interfaces to improve usability and visual appeal, ensuring a seamless and intuitive user experience. - Developed and integrated microservices, contributing to a modular and scalable system architecture that supports efficient and independent service deployment. - Optimized database stored procedures to improve query performance and ensure efficient data retrieval and manipulation.

10. Security

Project duration	Aug 2019 - Feb 2020
Technologies	Kotlin, Spring Framework
About the project	Created a versatile application designed to compress and encode images, incorporating steganography techniques for embedding hidden data within image files. The application is available in both mobile and desktop editions.
Role	Android developer
Responsibilities	- Designed and developed the application from scratch, incorporating new features and functionalities based on project requirements. - Conducted comprehensive testing of newly implemented features to ensure they meet quality standards and function as intended. - Developed detailed test plans and documentation to outline testing procedures, track test results, and support future maintenance and updates.

11. Media&Entertainment

Project duration	Jan 2019 - Aug 2019

Technologies	Kotlin, Exo Player, Dagger 2, Fetch 2, Retrofit 2, Room, RxJava, Jetpack
About the project	Developed a robust musical streaming application that allows users to listen to music, create and manage playlists, search and share content, and download tracks for offline listening.
Role	Android developer
Responsibilities	- Designed the application using Clean Architecture principles to ensure a scalable and maintainable codebase. - Utilized Dagger 2 for dependency injection to manage object creation and dependencies efficiently. - Implemented the Model-View-ViewModel (MVVM) pattern, leveraging ViewModel and LiveData to manage UI-related data in a lifecycle-conscious way. - Employed Retrofit for network operations, Room for local database management, and RxJava for reactive programming and handling asynchronous data streams. - Developed a feature-rich music player using ExoPlayer to support high-quality playback and advanced media features. - Implemented offline downloads using the Fetch library, allowing users to access music without an active internet connection. - Added content-sharing capabilities using Firebase Dynamic Links for seamless sharing of music and playlists.

12. Gaming

Project duration	Jul 2018 - Dec 2018
Technologies	Dart, flutter_svg, vibration, flutter_html_view, shared_preferences, json_serializable, firebase_admob, package_info, firebase_core, firebase_crashlytics, intl, url_launcher, flutter_inapp_purchase
About the project	Developed an application for calculating scores in the popular card game. This is a cross-platform application developed on Flutter using Dart language. This app has different game modes, score history, and a lot of animations. Also, the app has 2 localizations, Mobile ads, and subscription features. This project has unit tests for business logic and Dart.
Role	Flutter developer
Responsibilities	- Designed and implemented new functionalities to enhance the application, ensuring alignment with user needs and project goals. - Conducted code refactoring to improve code quality, maintainability, and performance.

13. Media&Entertainment

Project duration	Jan 2018 – Jul 2018
Technologies	Kotlin, ExoPlayer, VLC, Dagger 2, Fetch 2, Retrofit 2, Room, RxJava, Jetpack, Leanback
About the project	Developed a comprehensive media streaming application using Kotlin for a media-services provider, designed to deliver a high-quality viewing experience for movies, series, live TV, and more.
Role	Android developer
Responsibilities	- Implemented Clean Architecture principles to ensure a modular, maintainable, and scalable codebase. - Utilized a Single Activity Architecture pattern to simplify navigation and manage application flow efficiently. - Employed Dagger 2 for dependency injection to streamline object management and reduce boilerplate code. - Applied the Model-View-ViewModel (MVVM) pattern, leveraging ViewModel and LiveData to manage UI-related data in a lifecycle-aware manner. - Developed a versatile video player using ExoPlayer and VLC to support various formats, including AVI. - Implemented features for searching, sharing content, paging through content, and accessing TV guides. - Designed the application to be compatible with Android TV, utilizing Leanback libraries to enhance the TV viewing experience.

14. Gaming

Project duration	Sep 2017 - Jan 2018
Technologies	Dart, firebase_admob, shared_preferences, flutter_html, flutter_socket_io, package_info, firebase_core, firebase_crashlytics
About the project	Developed a cross-platform mobile adaptation of a social role-playing card-based party game, designed to provide an engaging multiplayer experience both locally and online.
Role	Flutter developer

Responsibilities	• Designed and implemented new features to enhance application functionality and user experience. • Utilized the BLoC architecture pattern to manage state and business logic efficiently across the application. • Implemented both dark and light themes with a visually appealing design to enhance user experience. • Identified, diagnosed, and resolved software bugs to maintain stability and performance. • Improved code quality and maintainability through refactoring, optimizing performance and readability.