

Android Developer

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GitHub: <https://github.com/Kathien>

CodinGame: <https://www.codingame.com/profile/d977a065d3647b12512f0ee2d35a06597085021>

Skills summary:

Android: Kotlin, Java 7, API levels 15-26, JDBC, Material design, REST, Google Maps API, Twitter SDK, Facebook SDK, Firebase, custom animations, custom views

Front-End: HTML, CSS, Bootstrap 3, JavaScript, jQuery

C++: C++11, STL, Qt, OOP, GNU toolchain

Functional programming: Haskell (basic knowledge), GHC/GHCi

Data serialization formats: XML, JSON

VCS: Git, Git GUI, Git Kraken, Github

Linux: Ubuntu, Debian

Task management: JIRA, Trello, Toggle, Harvest

Experience:

November 2017 - present

Brainbean Apps - Android Developer

As an Android Developer I have been working on several projects. I have been supporting application, finding and fixing bugs, refactoring code and developing new features. Also I have been in charge of internal tasks and meetings of the developer team in the company.

Projects:

Under NDA / Brainbean Apps

Tools and Technologies: Kotlin, Java, MVPVM, Data Binding, Dagger, RxJava 2, Camera API, Firebase, Twitter SDK, Facebook SDK, custom animations, custom views.

Responsibilities:

- Code refactoring
- Debugging and bug fixing
- Code development
- Firebase Analytics development and implementation
- Writing project documentation

Switchmate / Brainbean Apps

[Switchmate Google Play](#)

Tools and Technologies: Java, Support Library, AppCompat, MVP, Crashlytics, Retrofit, UDP, MQTT, BLE, Nordic Semiconductor DFU, Gson, ReactiveX, Dagger 2, OrmLite

Responsibilities:

- Support
- Code development
- Refactoring
- Debugging and bug fixing

DonorUa: <https://github.com/Kathien/DonorUa>

Tools and Technologies: Android, REST-client, Material design, Google Maps v2 API

Application uses open API to show information about current patients who need blood, blood centers and their location on the map, news and events of the DonorUa organization (<https://donor.ua/>).

Matrix: <https://github.com/Kathien/Matrix>

Tools and Technologies: Android, Material design

A test assignment for a Junior Android developer position. Implements saving UI state and restoring it on a screen rotation or closing/opening the app. The matrix is being re-rendered as soon as new dimension is entered.

CV Page: <https://kathien.github.io/>

Tools and Technologies: HTML5, CSS3, Font Awesome

Personal web page created for practicing different front-end technologies and to show my CV in a less formal way.

VPF: <https://github.com/Kathien/VirtualFrontPanel>

VPF Echo Server: <https://github.com/Kathien/VFPEchoServer>

Tools and Technologies: C++11, Qt, JSON, TCP/IP

Virtual front panel for a gating controller. To check and ensure proper functionality a small server imitating the controller itself was written. MVVM pattern and dependency injections were used.

Language proficiency:

English: Advanced

Ukrainian: Native

Russian: Native

Courses:

LinkedIn: Android Mobile App Developer Path

Udemy: The Complete Android Developer Course

CodeFire: March - April 2015 - Android development

Projector: Algorithmics (Summer - Fall 2017)

CodeSchool: HTML, CSS, JavaScript

Education:

National University of Kyiv-Mohyla Academy

2005-2010 Bachelor's degree in Finance

2010-2012 Master's degree in Economics and Consumer Behavior