ALEKSEI PASHKIN

Senior Android Developer

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Location: Tbilisi, Georgia | Open to relocation (EU/Serbia)

PROFESSIONAL SUMMARY

Senior Android Developer with 8+ years of experience building high-performance mobile applications for 150M+ users across leading tech companies. Specialized in Kotlin, Jetpack Compose, and Kotlin Multiplatform with proven expertise in scalable architecture design, team leadership, and performance optimization. Successfully led technical migrations and mentored development teams while delivering applications that generated tens of millions of dollars in monthly revenue.

KEY ACHIEVEMENTS

- Led Android development for apps with 150M+ combined downloads across Yandex, X5 Digital, and Wildberries

- Grew application user base from 100K to 1M+ active users through feature development and UX improvements at X5 Digital

- Improved app performance metrics: reduced crash rate from 95% to 99.76% crash-free sessions, increased FPS by 40%, reduced page load times by 60%

- Architected and implemented BNPL payment system processing $20M+ monthly transaction volume at Yandex Market

- Accelerated payment flow completion by 3x through optimization and SDK integration

- Led Kotlin migration from 30% Java codebase, eliminating 10% technical debt and improving maintainability

- Mentored 5 Android developers (2 at Yandex Market, 3 at X5 Digital), establishing code review processes and technical standards

TECHNICAL SKILLS

Languages: Kotlin, Java, SQL

Android: Jetpack Compose, Android SDK, Room, WorkManager, Paging Library, ViewModel, LiveData, Navigation Component

Architecture: MVVM, MVI, Clean Architecture, Multi-module Architecture, Dependency Injection

Frameworks: Kotlin Multiplatform (KMP), Jetpack Compose Multiplatform

Dependency Injection: Dagger 2, Hilt, Koin

Reactive Programming: Kotlin Coroutines, Kotlin Flow, RxJava

Networking: Retrofit, OkHttp, Ktor

UI Libraries: Epoxy, Moxy, Material Design

Firebase: Cloud Firestore, Cloud Messaging, Analytics

Testing: JUnit, Espresso, Mockito, Unit Testing, UI Testing

Tools: Git, Gradle, Android Studio, CI/CD (Jenkins, GitLab CI), Figma

Backend Technologies: RESTful APIs, WebSockets, Server-side development

Methodologies: Agile, Scrum, Code Review, Technical Leadership

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PROFESSIONAL EXPERIENCE

Senior Android Developer | X5 Digital

February 2022 – Present

Led Android development for Food.ru application (~5M downloads) using Kotlin and Jetpack Compose, managing team of 5 developers and driving technical excellence across all mobile initiatives.

Key Contributions:

- Architected and implemented e-commerce marketplace from scratch, increasing user base from 100K to 1M+ active users
- Designed advanced search system with sophisticated filtering architecture, improving search relevance by 85%
- Led complete UX redesign multiple times, resulting in 45% improvement in user engagement metrics
- Optimized application performance: improved crash-free sessions from 97.5% to 99.76%, increased FPS from 45 to 63 through recomposition optimization
- Reduced page load times by 60% through lazy loading implementation and render optimization
- Implemented multi-module architecture based on Clean Architecture and MVVM with custom composition-based ViewModel logic
- Utilized Koin for dependency injection across multi-module architecture, ensuring clean and maintainable DI configuration

- Eliminated circular dependencies and optimized module structure, reducing build time by 25%

- Configured and maintained CI/CD pipelines using GitLab CI for automated testing and deployment

- Mentored team of 5 Android developers (3 at X5 Digital), conducted code reviews, and established technical standards

- Collaborated with cross-functional teams including iOS, backend, design, and product management

Technologies: Kotlin, Jetpack Compose, MVVM, Clean Architecture, Coroutines, Flow, Koin, Retrofit, Room, Paging 3, GitLab CI

Senior Android Developer | Yandex Market

January 2021 – January 2022

Developed and optimized payment and financial services features for Yandex Market (50M+ downloads), one of the largest e-commerce platforms.

Key Contributions:

- Architected and integrated Yandex Payment SDK enabling BNPL (Buy Now Pay Later) functionality processing $20M+ monthly transaction volume

- Improved payment success rate from 89% to 96.5% through robust error handling and retry mechanisms

- Accelerated payment flow completion time by 3x through API optimization and streamlined user experience

- Led migration of 10% of Java codebase (out of 30% total Java code) to Kotlin, improving code maintainability and reducing technical debt

- Replaced RxJava components with Kotlin Coroutines, resulting in more maintainable and efficient asynchronous code

- Implemented comprehensive unit test coverage for all payment-related features achieving 95%+ coverage

- Collaborated closely with Payment SDK team to refine integration and resolve critical production issues

- Mentored 2 junior Android developers through onboarding and technical skill development

- Configured CI/CD pipeline for automated testing and continuous deployment

- Participated actively in code review process, ensuring high code quality standards across team

Technologies: Kotlin, Java, RxJava, Kotlin Coroutines, Dagger 2, Retrofit, JUnit, Mockito, Jenkins

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Middle Android Developer | Wildberries

August 2020 – January 2021

Developed and optimized features for Wildberries e-commerce application (100M+ downloads), focusing on performance and user experience improvements.

Key Contributions:

- Optimized main page and search results screens using Epoxy library, reducing rendering time by 30% and improving scrolling performance
- Implemented complex dynamic UI components with Epoxy RecyclerView integration for product catalogs
- Developed and maintained product features using Kotlin Coroutines for asynchronous operations
- Integrated RESTful APIs for product catalogs, user accounts, and order processing systems
- Ensured application stability under high user loads through performance profiling and optimization
- Collaborated with designers, iOS team, and backend developers to align on product goals and implementation strategies
- Participated in Agile/Scrum ceremonies and sprint planning

Technologies: Kotlin, Coroutines, Epoxy, Moxy (MVP), Dagger 2, Cicerone, WorkManager, Retrofit

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Junior/Middle Android Developer | Lenremont

March 2017 – August 2020 | Saint Petersburg

Sole Android developer responsible for complete application rewrite and backend maintenance for service technician management platform.

Key Contributions:

- Rebuilt entire Android application from scratch, migrating from legacy Java with socket-based architecture to modern Kotlin with Jetpack components
- Improved crash-free rate from 92% to 99.8% through robust error handling and architecture improvements
- Designed and implemented real-time planner-calendar using Firebase Cloud Firestore with cross-device synchronization
- Developed features including push notifications, file sharing, voice messaging, and photo uploads
- Maintained server-side Java application and optimized SQL queries for improved performance
- Solved device compatibility issues across multiple manufacturers, ensuring reliable background task execution and notification delivery despite aggressive power-saving systems
- Completed full application rewrite over 18-month period while maintaining existing production app

Technologies: Kotlin, Java (Android & Backend), Jetpack Components, WorkManager, Paging Library, Room, LiveData, Firebase (Cloud Firestore, Cloud Messaging), Retrofit, SQL

EDUCATION

Saint Petersburg National Research University of Information Technologies, Mechanics and Optics (ITMO)

- Master of Science in Infocommunication Technologies and Communication Systems, 2017

- Bachelor of Science in Infocommunication Technologies and Communication Systems, 2015

CERTIFICATIONS & TRAINING

- **Computer Technology Training Center** | Programming Specialist | 2011
  Comprehensive training: C#, Delphi, Visual Studio, DirectX, SQL Server, HTML/CSS, JavaScript, COM Technologies

- **Yandex School of Mobile Development** | 2015

- Regular participant in Android development conferences and meetups

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PERSONAL PROJECTS

Cross-Platform Mobile RPG Idle Game | In Development (Alpha Stage)

- Developing cross-platform mobile RPG game using Kotlin Multiplatform and Jetpack Compose Multiplatform

- Implementing client-side application for iOS and Android with shared business logic

- Building backend server infrastructure using Kotlin

- Exploring advanced KMP architecture patterns and cross-platform UI development

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LANGUAGES

- **Russian:** Native

- **English:** Upper-Intermediate (B2)

ADDITIONAL INFORMATION

- Open to Product Company and Consulting/Outsourcing opportunities

- Available for relocation to EU countries and Serbia

- Passionate about modern Android development, architecture patterns, and emerging technologies

- Active learner staying current with latest Android development trends and best practices