
Mr. Sargis Khlopuzyan

Android Developer

Address: 45 Isahakyan Street, app 16, Avan, Yerevan, Armenia

Mobile numbers +374 99 44 88 85, +374 94 22 95 47

E-mail: sargis.khlopuzyan@gmail.com

LinkedIn : <https://www.linkedin.com/in/sargiskhlopuzyan/>

Summary of Qualifications

High energy, proactive Android developer with broad hands on experience in mobile technologies (Android, iPhone) used in several projects. Strong mobile background. Solid understanding of the full mobile development life cycle with a hands-on expertise with a wide variety of Android and iPhone devices resolutions and SDK versions. Dedicated to continuously discovering, evaluating and implementing new technologies to maximize development efficiency. Team player and special emphasis placed on good Communication skills for inter-team, with other related development teams, Product Owners and Group Managers.

Skills and Technologies

Android development. Have good knowledge of:

- **New Technologies**
 - RxAndroid
 - Dagger
 - Retrofit
 - OkHttp
- **Patterns**
 - MVC
 - MVP
 - MVVM
- **Testing frameworks**
 - Junit
 - Mockito
- **Build tools**
 - Gradle
- **Databases**
 - SQLite
 - Room
- **Version controls**
 - Git
 - TortoiseGit
 - SVN
- **Collaboration & Processes**
 - Agile, Scrum, JIRA
- **OS**
 - Linux, Windows and Mac OS

Professional Experience

Energize Global Services CJSC

Android Developer

11/2016 – Present

Project: VINSURANCE

Performed activities:

Responsible for adding new functionalities and designing new screens.

- Design views for different screens
- Add new functionality to the existing project using MVP pattern
- Fix bugs
- Post production support of application, continuous integration.

Technologies Used: *Kotlin, Java with Android SDK, Reactive development, Retrofit, OkHttp, Room, MVP and MVVM patterns, Gradle, Git.*

Project: WL MTS

Performed activities:

Application was created in Android-Xamarin. Was responsible for solving problems connected with memory management. Designed views for different screens. Added new functionality to the existing project.

- Designed views for different screens
- Added new functionality to the existing project
- Fixed bugs
- Post production support of application, continuous integration.
- Did planning, meet forecasts, suggested solutions.

Technologies Used: *Xamarin-Android, C#, Java with Android SDK.*

Altacode | Software Development

Mobile Developer

05/2016 – 11/2016

Project: Police Arrests

Performed activities:

Created an application with in-app purchase functionality. Did investigation and implementation new technologies, established requirement and implementation plans, developed and complete project from start to release.

- Designed and built advanced applications for the Android platform
- Was responsible for application testing
- Implemented the in-app purchase functionality
- Designed and implemented SQLite database.
- Development of Java classes to fetch data from API and parse JSON objects.
- Development of Android screens to display the data from API.
- Continuously suggested improvements for the development
- Collaborate with the design team
- Preparing and uploading of application in Google play

Technologies Used: *Java with Android SDK, Retrofit, SQLite, MVP pattern, Picasso, Gradle, Git.*

<https://play.google.com/store/apps/details?id=com.infopay.policearrests&hl=en/>

Project: Internet Assistant

Performed activities:

Did bug fixing in application. Redesigned views for different screens

- Redesigned views for different screens
- Added new functionality to the existing project
- Fixed bugs
- Posted production support of application, continuous integration.

Technologies Used: Java with Android SDK, Objective-C, Picasso, Gradle, SVN.

<https://itunes.apple.com/am/app/internet-assistant/id932795438?mt=8>

https://play.google.com/store/apps/details?id=com.internet_assistant&hl=en/

Project: Rune

Performed activities:

Did bug fixing in Social Media application.

- Redesigned views for different screens
- Fixed bugs

Technologies Used: Objective-C.

Instigate Mobile CJSC

Software Engineer

08/2014 – 04/2016

Project: STElectronics

Performed activities:

Designed and built advanced simulator application appropriate Singapore area. The Singapore terrain with 3D models (buildings, stadiums, airport, etc.) were integrated. Implemented sea functionality with different sea states. Implemented ship and helicopter movement functionalities.

- Designed and built advanced simulator application using Unity3D environment
- Collected requirements from client and communicated ideas back to team
- Created/imported the terrain and 3D models of Singapore country
- Implemented the sea functionality with different sea states
- Created the day time functionality
- Implemented the ships movement functionalities for coordinates and play modes
- Implemented the functionalities of helicopter and free camera
- Created the functionality of controlling models both from the server and user sides
- Worked on improving application performance and bug fixes

Technologies Used: Unity3D, C#, Sketchup, Rhinoceros

Project: SIM Card Change Notifier

Performed activities:

Did investigation to solve crashes mentioned in users' comments. Added SMS sending schedule and mail sending functionalities.

- Added new functionality to the existing project
- Redesigned different screens views
- Was responsible for application testing
- Fixed bugs
- Collaborate with the design team
- Preparing and uploading of application in Google play

Technologies Used: Java with Android SDK, Gradle, Git.

<https://play.google.com/store/apps/details?id=instigate.simCardChangeNotifier&hl=en/>

Project: uChatu

Performed activities:

Took on a new project of creating Social Media application. Did investigation and implementation new technologies, established requirement and implementation plans. Implemented the functionalities of saving SMS history and settings data on Parse server.

- Designed and built advanced applications for the iPhone platform
- Was responsible for correcting the application's frontend part
- Implemented the functionalities of saving SMS history and settings data on Parse server

Technologies Used: Objective-C, Parse, Git.

Project: MediaUploader

Performed activities:

Took on a new project of creating video uploader application.

- Designed and built advanced applications for the Android platform
- Developed functionality to record video
- Was responsible for application testing

Technologies Used: Java with Android SDK, Retrofit, Gradle, Git.

Project: MercedesMe

Performed activities:

Took on new projects of creating applications with augmented reality. Created module with Unity3D and Vuforia SDK to recognize object via camera.

- Developed tabbed/multiple pages application for both android and iOS
- Developed an augmented reality project with Unity3D using Vuforia SDK to recognize objects
- Module created with Unity3D and Vuforia SDK was integrated in the android and iOS applications

Technologies Used: Java with Android SDK, Objective-C, Unity, Vuforia SDK, Git.

Project: Vostan

Performed activities:

- Implemented DB updating and merging using bash script
- Created android based application to integrate the desktop application on mobile platform
- Developed single page application

Technologies Used: Bash script, Java with Android SDK, SQLite, Gradle, Git.

Education / Certificates

Doctor of Philosophy (Ph.D.), X-ray diffraction NAS RA, Institute of Applied Problems of Physics (Armenia)	2012-2015
Master's Degree, Telecommunications and ultra-high frequency Yerevan State University (Armenia)	2010-2012
Bachelor's Degree, Telecommunications and ultra-high frequency Yerevan State University (Armenia)	2006-2010
Beginner courses of Java, Android, Objective-C at Instigate CJSC (Armenia)	2014
Beginner courses of LabView, at National Instruments (Armenia)	2013

Languages

English, Russian: Good
Armenian: Native