Vladyslav Andrushchenko

A n d r o i d D e v e l o p e r
C++ Developer

CONTACT ME

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✈ @vlaDe0

in LinkedIn

○ Github

EDUCATION

DNU
Oles Honchar Dnipro National University
Software Development Engineer
2022 - 2025

KRKM DNU
Rocket-and-Space Engineering College
Software Development Engineer
Honors degree
2019 - 2022

SKILLS

- Android SDK
- Kotlin/Java
- Git
- Retrofit/Volley
- Room
- MVVM/MVP
- JSON
- Kotlin Coroutines
- ViewModel
- Glide/Picasso
- XML
- Firebase
- OOP
- CleanArchitecture
- Algorithms
- Java
- C/C++
- C#
- Assembly
- PHP
- HTML&CSS&JS
- MySQL

LANGUAGES

- English - B1
- Ukrainian - Native

ABOUT ME

I'm Android Developer, interested in computer science, Android development, and most importantly, I do not stand still, ready to start my career in creating mobile applications for Android. I'm open to vacancies and collaborate with all companies. Now I'm studying on the 1 course at Oles Honchar Dnipro National University. I quickly adapt and master new technologies, I would like to find a project and achieve incredible success in IT.
To represent Ukraine at the European level in the future!
In addition to programming I also have some hobbies that help me to relax. In my free time I go for a walk, play soccer or take care of myself. I strive to learn and grow with the team, improve my skills and find effective solutions to achieve common goals.

EXPERIENCE

June 2022 - current time
Skills:

Android developer courses ITVDN

- Architecture Android
- Kotlin/Java
- Principles of multithreaded programming (Coroutines, RxJava)
- Knowledge of architectures patterns (MVVM/MVP)
- Multithreading in Android
- Unit testing(JUnit, TDD)
- Working with Network (Retrofit/Volley, WebView, Glide/Picasso, JSON), Databases (Room), Shared Preferances
- Working with Navigation Component, Fragments, Fragment Manager
- Knowledge of Activity, Service, Broadcast Receiver, Content Provider

Pet Projects:

1. (Developing) Mobile application **Duma** - a text quest with an interesting, unique plot and design (team development). Used: Java/Kotlin, MVVM, Firebase Lib: Glide, Picasso.
2. **Football Manager** - mobile application to help in the work of the coach, used: Java/Kotlin, PHP, MVVM, JSON; Lib: Volley.
Link project: https://github.com/V-34-10/Football-Manager-Android-App
3. Desktop version of **Football Manager** application, used: C++ Builder, MYSQL, QuickReport.
Link project: https://github.com/V-34-10/Football-Manager