Alexandru Reznic - Mobile Software Developer + Backend

[Download Resume in PDF](#)

- Languages:
    - Russian - native
    - Romanian - native
    - English - intermediate
- Contacts:
    - reznic.a@gmail.com
    - https://t.me/reznic_a
    - https://github.com/a-reznic
    - https://linkedin.com/in/reznic-a
    - [stackoverflow.com](#)
    - [leetcode.com](#) and [source](#)

Moldova, Chisinau. Prefer remote work

Professional experience (16+ years)

Period	Role(Company)	Description
11.2021 - 01.2023 [**1y3m**]	Senior Android Developer(**DataDrive**)	ELD(Electronic logging device) is a technology used in the trucking industry to track and record a commercial driver's hours of service. Developed from scratch, Kotlin, Clean architecture, MVVM, Koin, Room. Custom theme, support portrait, landscape, phones and tablets.
07.2020 - 11.2021 [**1y4m**]	Kotlin Backend Developer(**Orange**)	Orange Money Romania, BFF microservice, Refactoring and Performance of GraphQL microservice. Kotlin, Kafka, Coroutines. Improve requests time from 4s to 2s. Setup TeamCity pipeline.
02.2018 - 07.2020 [**2y5m**]	Team Lead Android Developer(**LogoSoft**)	I have led team of 3 people, developed from scratch [traft](#), Single Activity, MVVM, Room, Retrofit, Git Flow, Second app [com.vezubr.driver](#) refactoring. Setup Gitlab CI.
10.2014 - 01.2018 [**3y2m**]	Backend/Frontend Developer(**Reznic Software**)	App for tourism B2B [flintour](#) and Backoffice application for tourism [backoffice](#) Spring, Tomcat, Angular 1. Communicated with the client for certain projects to understand the requirements and expectations.

Period	Role(Company)	Description
02.2014 - 10.2014 [**9m**]	Android Developer(**Livemile**)	Nookbank - Mobile Client Bank app
04.2011 - 02.2014 [**3y**]	CEO/Team Lead/Android Developer(**Reznic Software**)	I have led team of 6 people, 4 developers, 1 game designer, 1 graphical designer. Published about 30 games on Google Play. Socket server for Dominoes and Yahtzee games.
04.2010 - 04.2011 [**1y**]	CEO/Android Developer(**Ndroidz Software**)	Published about 10 games on Google Play
04.2009 - 04.2010 [**1y**]	J2ME/Android Developer(**MobiTeam/Creafire**)	Develop J2ME games, android games
02.2008 - 04.2009 [**1y2m**]	Java Developer(**Vivat Consulting**)	J2EE Developer, implemented user interfaces, implemented business logic, performed JUnit tests, changed reports structure, export data to Microsoft Excel file.
06.2006 - 01.2008 [**1y7m**]	J2ME Developer(**Meedia Mobile**)	Develop J2ME games, android games

Skills

Programming Languages	Kotlin, Java, Dart, SQL
Frameworks & Libraries	Android, Flutter, Spring Boot, Kafka, GraphQL,Jasper Reports, Junit, Mockito
Databases	PostgreSQL, SQLite
Services	GitLab, GitHub, Docker, Jenkins, GitLab CI, Jira, Youtrack
IDE	Android Studio, IntelliJ IDEA, Eclipse

Android

- Clean Architecture, MVVM, MVP
- Room, Realm

- Kotlin Coroutines, RxJava
- Retrofit, OKHTTP, remote logs with Kibana
- Android Jetpack (Navigation, Live Data, View Models)
- Firebase (Crashlytics, Admob, Notification, App Distribution, Analytics, Firestore, Remote Config)
- Self-published apps in Google Play
- Obfuscation Proguard
- CI/CD, Git, Gradle, Unit Testing

Java-Related

- Languages: Java, Kotlin(last 5 years only Kotlin)
- Spring Boot:
    - Core: DI, Bean Post Processor, Aspect
    - Web: REST Controller
    - Security: Basic, Oauth, JWT tokens
    - Data: Entity, Repository, Transaction, Flyway migration
- Kafka
- GraphQL
- Tomcat
- Jasper Reports
- Tests: JUnit, Mockito

Summary

Highly motivated and enthusiastic Senior Mobile Development Engineer with more than 16 years of software engineering experience in the development of entire android apps, games and back-end services. I try to follow development trends and often learn new languages and technologies.

In my free time I play computer games, improve my knowledge in English, listening podcasts.

Projects

Flutter - Taxi App

reznicsoftware.com

flintour.com

bo.flintour.com

Education

- **2008 Bachelor of Informatics** Ion Creanga University