Victor Balabanov

Android developer

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Brief description

I'm experienced Android developer with strong Java background. My primary interest lies in development of responsive user-centric mobile applications with pixel-perfect user interface and carefully built tech underwear.

Technical skills

Languages	Java, C
Frameworks	Core Android application framework components (with SDK platforms corresponding to Android versions from 2.3 and above), location and sensor APIs, MediaPlayer, ExoPlayer, Google Cast Android SDK, Android TV with Leanback Support Library templates, SQLite (including SpatiaLite and SQLCipher extensions).
Libraries	Android Support Library package, Google Play Services, suite of libraries maintained by Square including OkHttp, Retrofit, Picasso and Otto.
Testing	JUnit, Espresso.
Tools	Android Studio, Eclipse with ADT plugin, Gradle, Maven, Jenkins CI, Fabric.
VCS	Git, Mercurial.
Productivity	JIRA, Redmine, Trello.

Work experience

June 2014 – Present
Android developer, *X2SY*, Kyiv, Ukraine.
Building Android app with advanced media playback features for an industry-leading local OTT service.

Feb. 2013 – May 2014
Android developer, *Freelance*.
Helping people from all over the world to transform their ideas into production-ready Android apps.

Oct. 2011 – Jan. 2013
Android developer, *MLSDev*, Donetsk, Ukraine.
Working on a number of great Android apps including aeronautical mobile suite — a challenging GIS project with core logic built around SpatiaLite extension of SQLite, carefully implemented support for both GeoJSON and Shapefile geospatial vector data formats, custom map rendering based on SLD styling and advanced viewer for SVG documents.

Feb. 2006 – Jan. 2007
Software developer, *VUSO*, Donetsk, Ukraine.
Participating in the development of IT system that was intended to automate business process in an insurance company. Specifically I worked on a 'Clients' and 'Financial' modules of the system.

Education

2007–2010 **PhD in Information Technology**, *Donetsk National Technical University*, *Not complete.*

My research was concerned with solving complex combinatorial problem that arises in the area of manufacturing resource planning. In addition to the theoretical research a solver for one special one-dimensional cutting stock problem was implemented and released as an open-source library written in Java. Hybrid genetic algorithm was used to discover cutting patterns with low trim loss and schedule production in the right order.

2001–2006 **MS in Computer Science**, *Donetsk National Technical University*, *Diploma with distinction.*

Experimenting with evolutionary computation algorithms in the area of the prediction systems.

Publications

All publications are available only in Russian.

[1] Y. A. Skobtsov and V. N. Balabanov. A review of the application of meta-heuristic algorithms to the cutting stock and packing problems. *Herald of Khmelnytskyi national university; Series: "Technical sciences"*, 1(4):205–217, 2008.

[2] V. N. Balabanov, Y. A. Skobtsov, and A. M. Fonotov. Dataware issues in cutting stock and packing problems. *Scientific Papers of Donetsk National Technical University; Series: "Computers and automation"*, 17(148):119–126, 2009.

[3] V. N. Balabanov. Solving roll trim problem with multiple objectives. *The problems of information technologies*, 6(2), 2009.

[4] V. N. Balabanov and Y. A. Skobtsov. Trim-loss optimization for coil slitting problem. *Herald of the DSEA*, 18(1):7–12, 2010.

[5] V. N. Balabanov. Evolutionary approach for roll trim planning in production of electric-welded pipes. *Herald of the National Technical University "KhPI"; Subject issue: "Information Science and Modelling"*, 15(31):4–9, 2010.

[6] V. N. Balabanov and Y. A. Skobtsov. An evolutionary algorithm for optimization of roll cutting. *Izvestiya SFedU. Engineering sciences*, (150):44–55, 1 2014.

Languages

Native Russian, Ukrainian

Intermediate English

Interests

Computational intelligence, Formula One, football, hiking.