

Victor Balabanov

Android Engineer

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“Life is too short to run boring applications”

Brief description

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

Technical skills

Languages	Java, Kotlin.
Platforms	Android Mobile, Android TV, Android Auto.
Tech stack	MVP/MVI/MVVM app architecture + Android Jetpack, RxJava, ExoPlayer.
Tools	Android Studio, Gradle, GitLab, Jenkins, Kibana.
VCS	Git, Mercurial.
Productivity	JIRA, Redmine, Trello.

Work experience

- Jan. 2018 – **Tech Lead**, *MEGOGO*, Kyiv, Ukraine.
Present Guiding system design of the company's mobile product and co-managing technical aspects of the software development process in a team of 5+ engineers. Working on internal projects with a focus on app performance and stability improvements.
- June 2014 – **Senior Android Engineer**, *MEGOGO*, Kyiv, Ukraine.
Dec. 2017 Building a set of mobile and TV user-friendly Android apps with advanced media playback features for a local industry-leading OTT service. Contributing to an overall app architecture design as well as working on an implementation of an application level media player built on top of ExoPlayer.
- Feb. 2013 – **Android Engineer**, *Freelance*.
May 2014 Helping people from all over the world to transform their ideas into production-ready Android apps.
- Oct. 2011 – **Android Engineer**, *MLSDev*, Donetsk, Ukraine.
Jan. 2013 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 – **Software Engineer**, *VUSO*, Donetsk, Ukraine.
Jan. 2007 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

- 2007–2011 **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 applied to the field of medical prediction problems.

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

Modernist architecture, classic cars, motosport, football, hiking.