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Summary

Software engineer with expertise in Android, computer science and startups. Developed AR Android app from scratch with over 1.5 million downloads in the past year.

Experience

SOFTWARE ENGINEER, SILENT NOTARY; REMOTE – 2017

Developing mobile applications for Android and iOS platforms by using RxJava/RxSwift. Designing UI/UX for both platforms. Planning roadmap for the mobile product, hiring and managing people.

SOFTWARE ENGINEER, INKHUNTER; NEW YORK, NEW YORK – 2016 - 2017

Developed augmented reality application for Android platform from scratch, optimized and developed computer vision algorithms, backend development, and system administration.

Accomplishments:

- More than 1.5 million downloads on Play Market with average rating of 4.7, from 15,000 total ratings and 4500 ratings with reviews for Android app.
- Led development planning for the product.
- Achieved successful Alpha, Beta Testing and Launching Android app.
- Developing machine learning methods, such as clusterization of tattoos and tattoo searching.

FULL STACK DEVELOPER, FREELANCE.RU; KHARKIV, UKRAINE – 2014 - 2016

Executed over 20+ projects, with 100% positive reviews from happy customers. Developed a wide range of projects, leading development aspects such as backend and frontend, mobile and desktop development, and distributed systems. Founded the development team and accomplished the completion of several projects.

Education and Achievements

National University of Kharkiv, 2012 - 2016 – Computer Science department, Bachelor's degree.

Focused on C, C++, JAVA language, algorithms and data structures. Developed several top-rated university projects. Wrote bachelor research paper with subject 'Forecasting Model of the Financial Market'. I analyzed Machine Learning approaches in my paper.

Participated in the final ACM ICPC in the Ukrainian region and other Programming contests. Won prizes in University Programming contests. Won the second place in Kharkiv University Hackathon, and won first place in All-Ukrainian Hackathon with Augmented reality applications.

Skills

- Android:
 - Languages: Java, Kotlin, C++
 - Pattern: MVC/MVP/MVVM and a little ReactNative(Redux/Flux)
 - Services: Firebase, Facebook(Graph,Analytics,Account Kit), Admob/Appodeal, Crashlytics, Branch
 - SDK: Android, Kudan, Wikitude, Shopify
 - Libraries: RxJava, Realm/Room, Retrofit2/OkHTTP, Data Binding, and many other
- C++
 - Standard: 98, 11,14 and familiar with 17
 - Libraries: OpenCV, OpenMPI, Boost and familiar with OpenGL
 - Build tools: CMake, Xcode
- Languages: C++{98,11,14}, Java, Kotlin, Python, JavaScript
- Technologies: Android, Git, Gradle, CMake, Node.js {Express.js}, React.js, React Native, MySQL, HTML, CSS and a little tensorflow

- Cloud: Amazon Web Services, Google Cloud, Azure
- Data Structures and Algorithms

Latest personal projects

- Zpy - command line shell with scripts languages like python, js or bash script. Easy interaction between languages. Available on github (<https://albertaleksieiev.github.io/zpy/>). Developed on python.
- FUSE based file system for tracking changes. Mounts in any directory starting from the root, and allows control over versions of changes. Developed on C++{14} with Boost C++ libraries for Unix-like operating systems.
- App for Sharing, Saving and Reposting Instagram posts. The current app was being developed and launched in 1 week for Android platform, fully developed on Kotlin language instead of Java.
- Android app for detection age, mood and gender of the human face in real-time.
- Real-time vehicle registration plate detection app for Android platform.