

# Losich Alexey


## Senior Software Engineer

High skilled specialist with 20 years of professional experience in software development.

Have a broad profile of knowledge and can solve complex problems.

Building high quality, long life cycle, maintainable, evolving systems.

## Contact Info

 Minsk, Belarus

 UTC+3

 [losich.alexey@gmail.com](mailto:losich.alexey@gmail.com)

 [in/losich-alexey](https://in.linkedin.com/in/losich-alexey)


## Skills


- Scala
- Java
- C/C++
- Python
- Kotlin
- Lua
- System approach
- Strategic thinking
- Code review
- Tests
- Refactoring
- Optimization
- Requirement analysis
- DevOps
- Cloud Computing
- Google Cloud
- Micro services
- Big Data
- ETL
- High level abstractions
- Object Oriented Design
- Functional Programming
- Reactive Programming
- Documenting code
- Fast learning
- Team work
- Team leading
- Coaching / mentoring
- Mobile Development
- Shell scripting
- Linux OS
- Windows OS
- Android OS
- Docker


## Experience


### Marketing analysis system

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 February 2019 – June 2024

 Senior Software Engineer / Software Architect


 Google Cloud, Kubernetes, Docker, Scala, Python, TypeScript, Argo Workflows, Apache Spark


 Big Data collection and processing system built for analysis of user audiences behavior for marketing purposes


- Improved code quality by using scala type system and abstraction libraries (cats, shapeless)
- Improved tests coverage, reliability and readability, reduced flakiness, increased tests speed
- Built complex reusable abstractions from duplicated common logic
- Increased throughput of ETL pipelines by improving a way ETL messages stored
- Simplified debugging and problem analysis
- Optimized infrastructure costs basing on analysis of system usage patterns
- Implemented custom cluster scaling logic (payload based)
- Implemented custom linter for interdependent configuration files
- Implemented several complex ETL pipelines for data gathering and analysis
- Secured data gathering possibilities by reverse engineering web pages protocols and building web scrapers
- Fixed bugs on frontend occasionally


## Digital garage mobile application

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 May 2018 – February 2019

 Senior Software Engineer / Software Architect


 Android, Java, Rx, Image Recognition


 System connecting owners of cars and trucks, drivers, road services, insurance agents and truck fleet managers


- Implemented complex UI layouts, RX conveyors and features


## Ticket tracker service for construction field

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 June 2017 – May 2018

 Senior Software Engineer / Software Architect / Team Lead


 Android, Java, Rx, 360 cameras

 Service connecting construction field workers with project managers for managing and tracking construction work


- Implemented complex UI layouts and features
- Improved synchronization mechanics
- Refactored code for better support of tests
- Analyzed code for problems
- Fixed bugs
- Coordinated development team

## Bluetooth beacon tracker

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 September 2017 – October 2017

 Senior Software Engineer


 Android, Java, Rx, BLE

 Small application allowing to track, locate and manage small bluetooth beacons


- Implemented complex UI layouts and features
- Improved device bluetooth connections engine

## Android music streaming / player application

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 November 2011 – January 2012

 Senior Software Engineer

 October 2012 – May 2017

 Senior Software Engineer / Software Architect


 iOS, Objective-C, Android, Java, Kotlin, RX


 Online radio service mobile clients for different platforms


- Built reusable abstractions from duplicated common logic
- Built a lot of multi-threaded code related to music playback and network interactions
- Built an image downloading framework for using downloadable images in UI
- Increased stability of music playback by designing and implementing networking layer to adapt to unstable connections
- Implemented UI layouts and features
- Fixed bugs


## Windows constructor

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 June 2013 – July 2013

 Senior Software Engineer / Team Lead / Consultant


 Android, Java

 Mobile application companion for window construction designers for use on client site

- Performed requirement analysis
- Consulted development team
- Updated specifications
- Designed storage formats
- Implemented window construction engine
- Coordinated development team


## FOREX trade analysis system

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 January 2013 – June 2013

 Senior Software Engineer

 Scala, Metatrader, C++


 Side project, platform for testing trading strategies, involving testing with parameters probing on different data sources, as well as plugging strategies into real trading and emulated trading on real data signals

- Designed and implemented system
- Implemented engine for distributing probing in cluster for horizontal scaling


- Implemented trading simulator
- Implemented different data sources

### **Android client for public parking service**

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 June 2012 - October 2012

 Senior Software Engineer


 Android, Java


 Mobile client for locating, booking and paying for public parking


- Implemented complex UI layouts and features
- Implemented synchronization engine
- Implemented local database items storage and proximity search

### **Books/media shop application**

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 April 2012 - June 2012

 Senior Software Engineer / Team Lead


 Android, Java

 Mobile client for electronic shop of different media content

- Implemented complex UI layouts and features
- Performed requirement analysis
- Coordinated development team

### **Social Network mobile client**

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 January 2012 - April 2012

 Senior Software Engineer


 Android, Java

 Mobile client for Korean social network

- Performed requirement analysis
- Implemented application


### **Mobile voice recorder**

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 August 2011 - November 2011

 Senior Software Engineer

 Android, Java


 Application for recording, managing and uploading voice


- Implemented UI layouts and features


- Refactored and cleaned up the code
- Fixed bugs


### **Mobile bonuses keep / redeem service**

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 May 2011 – August 2011

 Senior Software Engineer


 Android, Java

 Application for gathering, managing and redeeming bonus points for clients of different businesses


- Analyzed requirements
- Refactored and cleaned up the code
- Fixed bugs


### **Mobile Shop application**

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 January 2011 – May 2011

 Senior Software Engineer


 Symbian S60, C/C++, GNU/Linux, GTK

 Mobile client for online shop, required to have look and feel as close to iOS application as possible


- Designed and implemented cross-platform framework, allowing to build dynamic UI that resembles look and feel of iOS applications, allowing to quickly develop application on desktop and compile resulting code for mobile devices
- Implemented the mobile shop application on top of cross-platform framework

### **Cardholder Favorites application**

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 November 2010 – January 2011

 Software Engineer


 Android, Java

 Information application for cardholders, locating businesses that give bonuses


- Analyzed requirements
- Created specification
- Implemented application


## Mobile Quiz application

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 September 2010 – October 2010

 Software Engineer


 Palm OS, C/C++


 Project to review, fix and optimize existing code of existing Palm OS mobile survey application


- Improved application speed up to 120 times
- Increased code quality
- Reduced code base size
- Instrumented code for profiling
- Optimized the data storage format
- Created a converter utility to convert data from old storage format


## Android music store / player

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 January 2010 – September 2010

 Software Engineer


 Android, Java

 Application for browsing music catalog, buying music, building playlists, playing music, offline playback support

- Implemented application
- Built network layer with handling of reconnections and unstable network
- Built audio tracks downloading and storage code


## Internal libraries

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 January 2010 – June 2014

 Software Engineer / Senior Software Engineer


 Android, Java

 Development and support of a set of internal libraries with reusable components for supporting Android development

- Implemented and supported connectivity engine
- Implemented and supported image downloading engine
- Implemented and supported asynchronous operations engine


## Network Video Chat

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 December 2009 – January 2010

 Software Engineer


 GNU/Linux, GStreamer, C/C++

 Side project, prototype video chat application


- Implemented prototype


## Tourist Guide Application

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 November 2009 – December 2009

 Software Engineer


 iOS, Objective-C

 Offline application for tourist, showing local places of interests


- Analyzed requirements
- Implemented application


## Taxi Management system

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 June 2009 – November 2009

 Software Engineer


 Symbian S60, C/C++, Windows, .NET, C#

 Taxi management system consisting of server backend, desktop client for taxi operators and mobile client for taxi drivers


- Implemented mobile client
- Supported, fixed bugs in desktop client

## Emergency Rescue Service Mobile Client

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 January 2009 – June 2009

 Software Engineer

 September 2007 – December 2007

 Software Engineer


 Windows Mobile 6.0, Symbian S60, C/C++, BlackBerry OS, J2ME, Android, Java

 Several mobile clients (different platforms) for emergency rescue service – allowing user to activate alarm on mobile device to send location and contact rescue service


- Designed and implemented application


## Navigation application

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 September 2006 – April 2009

 Junior Software Engineer


 Windows, Windows Mobile, C/C++

 Windows Mobile navigation software


- Ported Scalable Vector Graphics (SVG) library to Windows Mobile to prerender UI assets on installation phase
- Further speed up the installation phase by replacing SVG rendering by custom image scaling code
- Improved map rendering by using Direct Draw API
- Created desktop application for preloading maps to mobile device
- Implemented features
- Fixed bugs

## Banknotes information system

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 November 2004 – September 2006

 Software Engineer

 MS Dos, C/C++, Assembler x86

 MS Dos client for banknotes information system for use on workplaces in banks

- Implemented code for setting VGA resolution and fast graphics drawing using Assembler x86
- Designed and implemented UI framework in C/C++
- Designed and implemented HTTP interaction framework in C/C++
- Implemented client for the banknotes system