



Artyom Suhov (GMT +3)

- Experiences
 - In companies
 - Senior Android Engineer
 - Middle Android Engineer
 - Middle Java and Android Engineer
 - Android Engineer
 - Java, Android, Objective-C, PHP Developer
 - Freelance
 - Android VPN Application
 - Pet Projects
 - Dali - Wallpaper App
 - Encyclopedia apps
 - Courses
 - SECON Conference
 - Podlodka Android Crew

artyom.suhov@gmail.com | [Telegram](#) | [Github](#) | [LinkedIn](#)

Hi! I'm a software developer with 10+ years of experience, mainly in **Android development**. I'm interested in app development, UI/UX design, and self improvement. Easy-going.

Have experience with Dagger, Hilt, Coin, RxJava, Coroutines, Retrofit, Moxy, Cicerone, Picasso, Lottie, JUnit4, Mockito, etc. (Android development tech stack on the modern market)

! Have experience with disassembling android apps. Can read and edit java byte code and Dalvik Bytecode in smali format. Also I can write pre-processing for them. It can be used when you want to add some code into an application at compilation time.

Have experience with libGDX - cross-platform java game dev framework.

Also have outdated experience in web (php, js) and iOS (obj-c) development.

Respecting SOLID, [DRY](#), KISS, [YAGNI](#)

Master's Degree, Electrical Engineering & Computer Science at Penza State Technological University (_Sep 2009 - Jul 2014).

The theme of my thesis was the development of a cross-platform client for an educational institution. Application was written on javascript and Cordova framework which wraps HTML/JavaScript app into a native container which can access the devices functions of several platforms.

Experiences

In companies

Senior Android Engineer

[Belkacar](#)

🕒 *Full-time* / 🏠 *Remote Work* / Jul 2022 - Feb 2025 (2 years, 7 months)

As a Senior Android developer, I worked on two mobile applications. The first was an internal app designed for service staff responsible for refueling and maintaining car-sharing vehicles. The second was a customer-facing app tailored for car-sharing users, enabling them to book, manage, and interact with the service seamlessly. In addition to participating in the full feature development cycle, I was involved in feature design, creating diagrams, organizing meetings, and presenting solutions to colleagues.

Development of new features and optimization: Launched digital fuel payment with the partners (Lukoil, Gazprom, Turbo), development of a feature related to partner cashback (MTS cashback), reducing travel distance per refueling by 40% and improving refueling logistics

efficiency by 2x. Implemented payment solutions through Lukoil and Gazprom virtual cards, as well as designed the concept of “quick car washes.”

Improving application stability: Refactored mobile navigation and major application modules, enhancing overall stability. Covered 80% of screens with unit tests and created a CI pipeline to ensure test coverage compliance. I configured static analyzers detekt for the project.

Design and support: Participated in the design of application architecture and client-server contracts. Implemented location data collection and optimized API interaction for error handling.

Mentorship and teamwork: Mentored a junior developer, sharing knowledge and assisting in solving complex tasks. Contributed to the design and development of key functionalities, such as image processing to prevent fraud.

Technical initiatives: Automated feature testing on separate branches, introduced UI blocking for outdated application versions, and improved the process of collecting and analyzing feedback through the app.

Middle Android Engineer

[Intermedia](#)

🕒 *Full-time* / 🌐 *Remote Work* / 📅 *Aug 2020 - Jun 2022 (1 yrs 10 mos)*

I worked in the Unite team developing a collaboration app with messaging, calls, and voicemail. I tech-designed and developed features like a feature-flags client system, MMS chat attachments, and a GDPR agreement screen, while monitoring crashlytics for bugs.

I work with 7+ Android developers and 3+ QA engineers, collaborating with iOS, desktop, backend, and design teams.

Technologies used: Kotlin, Java, Dagger, RxJava, Retrofit, Cicerone, WorkManager, Room.

[Intermedia Unite - Apps on Google Play](#)

Middle Java and Android Engineer

[Tapcore](#) | [Airpush](#) | [Airnow](#)

 *Full-time* /  *Remote Work* /  *Apr 2017 – Feb 2020 (2 yrs 11 mos)*

I developed integration tools for automatic SDK integration into 3rd party android apps via bytecode patching. I also developed some plugins for integrating the SDK into Unity and GameMaker and researched techniques for protecting Android apps from hacking. Participated in developing an SDK for delivering and applying submodules to 3rd party apps.

Technologies: Java, Groovy, Smali, C, bash, SQL, Jenkins, SQLite, worked a bit with ClickHouse via Redash

<https://airnow.com/>

Android Engineer

[SoftwareCenter](#)

 *Full-time* /  *Remote Work* /  *Jun 2016 – Mar 2017 (10 mos)*

Mobile application development.

Technologies: Java, Android Framework API, OkHttp, Retrofit, RxAndroid, ButterKnife, Location Manager (GPS), Glide, GCM, jUnit, Moxy, Realm, MVP

Java, Android, Objective-C, PHP Developer

[is2b](#)

 *Full-time* /  *Penza* /  *Jan 2012 – Feb 2014 (2 yrs 2 mos)*

My first company. Gave me the basics and the opportunity to try completely different technologies. Mobile and web application development.

Technologies: PHP, JavaScript, cakePHP, Yii, jQuery, backbone, MySQL, pma, MVC, Java, Objective-C, JavaScript, Android framework, AppKit, PhoneGap (Cordova)

Freelance

Android VPN Application

Feb 2020 – Mar 2020 (1 mos)

Technologies: Android, Kotlin, MVVM, Room, Coroutines, LiveData, Retrofit, Custom View, Google Play Billing, Admob

<https://apkcombo.com/super-vpn-2020-fast-vpn-free-unlimited-proxy-vpn/com.vpn.proxy.master.fast.vpn.free.unlimited.proxy.secure.vpn/>

Pet Projects

Dali - Wallpaper App

Jan 2021 - Mar 2021 (2 mos)

Technologies:

Android, Kotlin, MVVM, Room, Coroutines, LiveData, Lifecycle, Retrofit, Google Play Billing, Admob

[Dali - free 4k wallpapers - Apps on Google Play](#)

Encyclopedia apps

Mar 2017 - Apr 2017 (1 mos)

Android Applications built on one template developed by me: [Forest Survivor](#), [Fitness Digest](#), [Mind Training](#).



Courses

SECON Conference

Participated as a listener in 2013, 2017, 2019.

Podlodka Android Crew

Feb 2021 - Feb 2021 (2 weeks)

Participated as a listener. First week was about UI in Android. Second week was about algorithms.

Apr 2021 - Apr 2021 (2 weeks)

Participated as a listener. First week was about multithreading and concurrency. Second week was about jetpack