

# Daniil Gorbachev

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## EDUCATION

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2019 - present    NRU Higher School of Economics, FCS, Software engineering  
2022                Yandex Mobile development school, Android

## PROJECTS

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### Yandex Mobile school

[Link to diploma](#)

At the mobile development school, I developed a project at stage 1 and successfully moved to stage 2. There together with development teams, manager, designer and tester, we developed another project in 3 weeks.

### Shop

[Link to project](#)

The sample store application was developed for one of the freelance customers. I created a database of products on firebase. In the application I accept all the data, depending on the choice of category in the menu. It is also possible to change the theme in the settings (system for android 9 and light/dark). The following technologies have been used in the development process: Dagger2, Coroutines, Navigation component by Jetpack, Firestore Database, DataStore.

### Notification Sender

[Link to project](#)

Application for sending all notifications from the phone to a remote database. There is support for offline mode with sending all data at the moment when the device is online. The following technologies have been used in the development process: Dagger2, Coroutines, Room, Retrofit, DataStore.

### ToDoApp

[Link to project](#)

To-do app created as part of a learning. The application implements navigation, creation/deletion/modification/additional capabilities for notes. The following technologies have been used in the development process: Dagger Hilt, Coroutines, Navigation component by Jetpack, Room, DataStore.

### CinemaOnline

[Link to project](#)

Cinema online is an Android app in which you can view a list of popular movies, videos related to them and add movies to your favorites. The following technologies have been used in the development process: Koin, Coroutines, Retrofit, Cicerone navigation, Room, Youtube API.

### Demon Blade

[Link to macOS build](#)

Demon Blade is a platform game created by me in my 3rd year of university, using Unity and C. The game implements various types of weapons, various improvements for the in-game character, each type of enemy has its own vision zone for the player. All player/enemy actions are animated.

## PROGRAMMING SKILLS

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**Languages:** Kotlin, Java, C#, C++

**Android technologies:** MVVM, MVI, Retrofit, Dagger2, Dagger Hilt, Koin, Coroutines, Room, Cicerone, Navigation component, Glide