

Dušan Rosić

Native Android Developer

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ABOUT

Experienced Android developer building scalable, maintainable native apps using modern Android and Kotlin best practices. Fast learner, detail-oriented problem solver, and team player with strong communication skills and hands-on project experience.

EXPERIENCE

- January 2025 **Atomize** - Atomic Habit Tracker
Android Mobile Developer
App Google Play Store link: play.google.com/store/apps/details?id=com.infinitysoftware.atomize
App Github Repository link: github.com/Omniway-software/Atomize
 - Collaborated with a **two-member** team for a seamless development lifecycle.
 - Designed and developed a native Android habit-tracking application focused on daily consistency and long-term behavior building.
 - Implemented clean, user-centric flows for creating, tracking, and reviewing habits across days.
 - Applied modern Android architecture principles (**MVVM**) with clear separation of concerns for maintainability and scalability.
 - Integrated **Firebase authentication, analytics** and **crashlytics...**
 - Currently working on **Google pay** integration for subscription with **Revenue cat**.
 - Created intuitive UI with **Jetpack Compose...**

- 2022 - 2024 **Web Developer**
Freelance
Personal Website Github Repository link: github.com/dusanrsc/Django_dusanrsc
Serbian Hollywood Website Github Repository link: github.com/dusanrsc/Django_Serbian_Hollywood
 - Web developer crafting responsive, user-focused websites using **HTML, CSS, JavaScript, Python**, and **Django**, delivering functional and visually appealing web solutions.

- June 2019 – Present **Personal Projects**
Self-initiated projects
I developed multiple personal projects across various technologies driven by curiosity and passion for software development.
Honorable mentions:
Flash Github Repository link:
<https://github.com/dusancs/Android-Flash>
 - Native Android application that turns the device's flashlight into a functional torch, allowing quick and simple control of the camera flash.**Earth And Moon Simulation 3D Github Repository link:**
github.com/dusancs/EarthAndMoonSimulation3D_v1.0.0
 - Small cross-platform 3D visual application built in Godot Game Engine using GDScript for writing the application logic.**Text To Audio Converter Github Repository link:**
github.com/dusancs/Tkinter_Text_To_Audio_Converter
 - Desktop application in Tkinter that converts written text into audio files, enabling text-to-speech functionality.**ProjectX Github Repository link:**
github.com/dusancs/Pygame_ProjectX
 - 2D space shooter in Pygame where the player's spaceship defends Earth from meteors using bullets and rockets, featuring health, ammo, and a scoring system.

TECHNOLOGY STACK

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| <ul style="list-style-type: none"> • Android SDK, Kotlin • Jetpack Compose • ViewModel - State Management (MVVM) • Firebase & REST API • RoomDB • Git, Git Flow • Android Studio, IntelliJ IDEA, Sublime • ChatGPT, Claude, Cursor • Deployment of apps on Play Store | <ul style="list-style-type: none"> • Python, JavaScript, Dart • HTML, CSS, Bootstrap • Django, DjangoREST, FastAPI • Tkinter, Flet • OpenCV, Keras, Matplotlib • Godot, Ursina, Pygame • Web Deployment |
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