Back in 2013 during my Bachelor studies, I started learning Java and Android app development as a hobby and after spending a whole summer, managed to make a simple tool box application. After a while, I converted the codebase to Kotlin and published it to the market. That was my first enjoyable experience of how satisfying it is to develop and publish android apps. Moreover, how much easier it is to write/read code in Kotlin (especially compared to the boring and verbose Java!).

After finishing my master of Computer Science, I started as an Android developer intern in KAR Global company and over the course of 4 months, I worked on TradeRev Android app. Some of my responsibilities were:

- Cooperating in migration from Android View library to Jetpack Compose.
- Migration from LiveData to SharedFlow/StateFlow API.
- Adding functionality for uploading photos from gallery.
- Migrating DataSources of the app from PositionalDataSource to PagingSource (from paging 2 to paging 3)
- Migrating legacy code's architecture from MVP to MVVM.
- Migration from ButterKnife/Synthetic to ViewBinding library.
- Migrating some legacy Java code to Kotlin.
- Resolving business logic issues/bugs.

After finishing my work contract, I'm currently working on some personal projects; most notable of them is named Game Hub. an Android client of IGDB.com which allows users to explore the latest news about vidoe games. Some of the techs I used in this app are as follows:

- Jetpack Compose + Accompanist for UI
- Dagger hilt for DI
- Google Analytics
- Firebase Crashlytics
- Room + DataStore for data storage
- okHttp + Retrofit for network connection
- JUnit + Turbine + Truth for unit testing
- MockK for mock testing