

I am a highly motivated and solutions-oriented individual with excellent experience in Android software development. I started learning Java and Android back in 2013 during my bachelor studies. After a while, I started working in a local tech startup named Esperlos and over the course of 2 years participated in the development lifecycle of an Ecommerce native Android app named “Sahel Food”. Some technologies used in this product were:

- Hilt DI library
- MVVM + Clean architecture
- Android View library + Kotlin synthetic
- RxJava
- ButterKnife
- RecyclerView
- Custom views

After finishing my master of Computer Science in Canada, I started as an Android developer in TradeRev company (a subsidiary of KAR Global) 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 to the server.
- Further developing the dependency injection module of the app using Koin library.
- 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; the most notable of them is named Game Hub. It’s a native Android app for browsing the latest news about video games; published to Google Play store. Some of the technologies I used in this app are as follows:

- Jetpack Compose + Accompanist for UI
- Lottie animations in Compose

- Dagger hilt for DI
- Room + DataStore for data storage
- DownloadManager
- WebView
- okhttp + Retrofit for network connection
- JUnit + Turbine + Truth for unit testing
- MockK for mock testing
- MVVM + Clean architecture

I am currently in the process of converting GameHub to a multi-platform project (KMM); hence, I am migrating from aforementioned libraries to native Kotlin solutions such as Koin, Ktor, and Realm.

Other than general Android apps, I always took an interest in Machine Learning and how to implement it in mobile devices. ML-Kit demo is a collection of all AI-related apps I have developed so far on Android with the use of ML-Kit library. The AI techniques used in this demo app include but are not limited to:

- Face mesh detection
- Text recognition
- Pose detection
- Selfie segmentation
- Object detection
- Barcode scanner
- Image labeling
- Face detection
- Live camera translator
- Digital ink recognition

I hope that my next job opportunity gives me the chance to extend both my professional experience and social network. I believe the best way of being a team-player is to grow and help others grow alongside me.