	Eugene Shuvagin, Android Developer **Telegram: https://t.me/i30mb1** **Email: fate.i30mb1@gmail.com** **GitHub: https://github.com/i30mb1** **LinkedIn: https://www.linkedin.com/in/i30mb1**
Work History	**VironIT / Android Developer** *September 2019 – Present* - Participation in the development of the Turkish messenger "BIP" - Fixing bugs and adding features in different applications - Mentor new team members, co-op students, interns, and peers alike
Skills	**Common Skills** • Java • Kotlin • Android Architecture Components • Custom View • Data Binding • RxJava2 • Retrofit2 • Dagger2 • Kotlin Coroutines • Dynamic Feature Modules • JUnit4 • Mockito • Design Patterns • OOP • Adobe Illustrator **Languages** • English – Intermediate

EXPERIENCE	
Project name:	**BiP**

Project Description:	BiP - Turkish Messenger
	Features Made by me :
	    – Favorite Messages
	    – Archive Chats
	    – Group/User info screens
	    – Reply message function
	    – Zoom for Camera1/Camera2
	    – HD/SD quality photo + size before downloading
	    – Wallpaper for background chat
	    – User/Group/Channel/Services avatars
	    – Saved State for media screens
	    – Bug fixing and others smalls features

Tools & Technologies:	Kotlin, Java, MVP, RxJava2, RxBinding, Glide, Retrofit, OkHTTP, Firebase-messaging, Firebase-analytics, Maps, Billing, Jsoup, Play Services, EventBus, Dagger2, Room, Paging, ExoPlayer, lottie.
Involvement Duration:	18 months
Project Team Size:	40+ member
Url:	https://play.google.com/store/apps/details?id=com.turkcell.bip

Project name:	**About Dota**

Project Description:	Application fully made by me for Dota fans so they can keep up with all the latest events with details on matches, players, teams, and tournament results!
	Features:
	    – Tips, Allies and counters for every hero and item
	    – Replicas, responses, sounds of all the heroes
	    – Freshest and newest Dota 2 news
	    – Watch live Twitch Dota 2 streams from source quality to background listening with audio only mode
	    – Popular builds for each hero
	    – All tournament games and their outcomes
	    – Set reminders for upcoming games

Tools & Technologies:	Kotlin, room, retrofit2, MVVM, Lifecycle, LiveData, Data Binding, WorkManager, Paging, InstantApp, Firebase, Navigation, Jsoup, Gson, In-app purchases, Preference, Google AdMob, Coroutines
Involvement Duration:	6 months
Url:	https://play.google.com/store/apps/details?id=n7.ad2