

Hello! My name is Eugene. Live in Belarus. Graduated from BSUIR as an engineer. After that I decided to become an android Developer and started my career with VironIT company. I have been working about 2 years on the Turkish messenger "Bip" in a team of 80+ members.

<b>Work History</b>	<b>VironIT / Android Developer</b> <i>September 2019 – Present</i> <ul style="list-style-type: none"><li>– Participation in the development of the Turkish messenger “BIP”</li><li>– Fixing bugs and adding features in different applications</li><li>– Mentor new team members, co-op students, interns, and peers alike</li></ul>
<b>Skills</b>	<b>Common Skills</b> <ul style="list-style-type: none"><li>– Java</li><li>– Kotlin</li><li>– Android Architecture Components</li><li>– Custom View</li><li>– Data Binding</li><li>– RxJava2</li><li>– Retrofit2</li><li>– Dagger2</li><li>– Kotlin Coroutines</li><li>– Dynamic Feature Modules</li><li>– JUnit4</li><li>– Mockito</li><li>– Design Patterns</li><li>– OOP</li><li>– Adobe Illustrator</li></ul> <b>Languages</b> <ul style="list-style-type: none"><li>– English (Intermediate)</li></ul> <b>Accomplishments</b> <ul style="list-style-type: none"><li>– Shortened application launch time in 20%</li><li>– Successfully completed an internship for 10 students in the company</li><li>– In order not to waste time waiting for vector icons in the desired resolution from the designer, I learned to use Adobe Illustrator</li><li>– More than 100 answers that helped people on <a href="https://stackoverflow.com">Stackoverflow</a></li></ul>

## Work Experience

<b>Project name:</b>	<a href="#"><u>BiP</u></a>
<b>Project Description:</b>	<p>BiP - Turkish Messenger that similar to Telegram/WhatsApp</p> <p>Features made by me:</p> <ul style="list-style-type: none"> <li>- Favorite Messages (easy access to user favorite messages)</li> <li>- Archive Chats (tool for separating active and inactive chats)</li> <li>- Reply message (reply to someone who sent a message in group)</li> <li>- HD/SD photo (sending photo in original or compressed size)</li> <li>- User/Group/Channel/Service avatars (update default avatars)</li> <li>- Groups events (add/update events that comes in group chats)</li> <li>- "User X Typing..." (functionality that show someone write to you)</li> <li>- Media size (show bytes for unloaded media before downloading)</li> <li>- Multiple text copy (copy text messages with names in chats)</li> <li>- YouTube window (draggable view where video plays in chat)</li> <li>- Zoom for Camera1/Camera2 api</li> <li>- Wallpaper for background chat</li> <li>- Saved State for media screens</li> <li>- Long press chat message options menu</li> <li>- Refactoring Group/User info menu screens to new design</li> <li>- Refactoring search screen with 3 tab into one big screen</li> </ul>
<b>Project name:</b>	<a href="#"><u>About Dota</u></a>
<b>Project Description:</b>	<p>About Dota – home pet project for Dota fans where I test new development tools</p> <p>Features:</p> <ul style="list-style-type: none"> <li>- Bio, abilities, tips, talents, last changes for 120 heroes</li> <li>- Sounds/replicas of all the heroes that can be downloaded</li> <li>- Dota 2 latest news that parsed from different sources</li> <li>- Live Twitch Dota 2 streams</li> <li>- Popular builds for heroes that parsed once time per day</li> <li>- Tournament games and their outcomes</li> <li>- Notifications for users upcoming games</li> <li>- In-App Purchase to unlock more features</li> <li>- Dynamic themes with changing launch icon tint</li> <li>- Simple games where need to choose right answer</li> <li>- Different type of annoying advertisement</li> <li>- Remote config for toggling features</li> </ul>