

Eugene Shuvagin		
Android Developer		
Summary of Qualifications	<ul style="list-style-type: none"> • 4 years of experience in Android development • Proficient in designing the application architecture • Confident knowledge of User Interface Design Guidelines • Actively improving skills 	
Skills	<p>Programming Languages/ Technologies</p> <ul style="list-style-type: none"> • Java • XML • SQLite • Kotlin <p>Management Tools</p> <ul style="list-style-type: none"> • Scrum • Jira • Slack <p>Development Tools</p> <ul style="list-style-type: none"> • Android studio • Git • Google Maps • Google AdWords • Firebase • In-app purchases <p>Operating Systems</p> <ul style="list-style-type: none"> • Microsoft Windows • Android <p>Languages</p> <ul style="list-style-type: none"> • English – Intermediate 	<p>Common Skills</p> <ul style="list-style-type: none"> • OOP • Multithreading • REST API • Android Architecture Components • Picasso • RxJava 2 • Retrofit2 • Custom Views • Glide • Koil • Dagger 2 • Animations • Room • MVP • MVVM • Clean Architecture • Moxy • Kotlin Coroutines • Dynamic Feature Modules • Instant App • Android KTX • Moshi

Experience	
Project name:	About Dota 2
Project Description:	<p>Now Dota fans can keep up with all the latest events with details on matches, players, teams, and tournament results!</p> <p>Features:</p> <ul style="list-style-type: none"> - Tips, Allies and counters for every hero and item - Replicas, responses, sounds of all the heroes that you can download and set on notification - 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 with newest data that updated every day - All tournament games and their outcomes - Set reminders for upcoming games and be alerted when they go live
Tools & Technologies:	Kotlin, room, retrofit2, MVVM, Lifecycle, LiveData, Data Binding, WorkManager, Paging, InstantApp, Firebase, Navigation, Jsoup, Picasso, Gson, In-app purchases, Preference, Google AdMob, DarkTheme, Android KTX, Kotlin coroutines
Project Role:	Android developer
Involvement Duration:	6 months
Project Team Size:	1 member

Project name:	Mass Effect Voices
Project Description:	<p>It is an original gamer soundboard and a funny unique collection of Mass Effect 1-3 video game sounds, the right place for game nostalgic. You can play them loud, set them as your ringtone and notification sound or share them with your friends.</p> <p>Features:</p> <ul style="list-style-type: none"> - More than 10,000 replicas of the main and secondary characters from the game, as well as the same number of sounds of various explosions, shots, etc. - The modular system of the application allows you to download only packages of replicas and sounds that interest you, saving valuable space on your phone. - You can continuously listen to replicas one by one pressing one button - Ability to create / edit / delete playlists
Tools & Technologies:	Kotlin, Data Binding, Navigation, MVVM, LiveData, Kotlin coroutines, Transition Animation, Paging, Dynamic Feature

	Modules, In-app purchases
Project Role:	Android developer
Involvement Duration:	2 months
Project Team Size:	1 member

Project name:	Open Lock Manager
Project Description:	<p>There is a site on which there is a form of contacting a specialist on issues such as:</p> <ul style="list-style-type: none"> - Opening, repair and replacement of apartment locks - Opening and repair of car locks - Opening saves locks - Opening and replacing garage locks - and other additional services <p>To respond immediately to a client's request, a mobile application was written that notifies the specialist of the receipt of an order with a detailed description of the client's problem.</p> <p>The application allows you to:</p> <ul style="list-style-type: none"> - Store, view and edit customer history - Make a quick call for feedback - Work in multi-user mode and evenly distribute tasks between employees - Get information on the availability of necessary materials for work
Tools & Technologies:	Kotlin, MVVM, Services, Firebase, Data Binding, Kotlin coroutines
Project Role:	Android developer
Involvement Duration:	2 months
Project Team Size:	1 member

Project name:	Unknown Story Game
Project Description:	<p>Unknown Story Game is a text adventure game with approximately 100.000 words and 200 choices written by professional writer about humanity, technology and civilization. Uncover clues, devise theories, and make up your own mind. Your choices can alter the story and change the change the storyline.</p> <p>Features:</p> <ul style="list-style-type: none"> - Engage with the story as it unfolds through real-time notifications

	<ul style="list-style-type: none"> - Internet connection not required for playing - Achievements to encourage the most curious explorers - Various mini-games designed to diversify the gameplay - Provides statistics about the decisions of other players - a minimum of ads (which you can turn off!) and waiting time - Supported 12 different languages
Tools & Technologies:	Kotlin, Android KTX, Data Binding, Kotlin coroutines, Lifecycles, LiveData, MVVM, Navigation, WorkManager, In-app purchases, Preferences
Project Role:	Android developer
Involvement Duration:	3 months
Project Team Size:	1 member