Eugene Shuvagin, Android Developer

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

	VironIT / Android Developer
	September 2019 – Present
Work History	 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
	Common Skills
	– Java
	- Kotlin
	- Android Architecture Components
	- Custom View
	- Data Binding
	- RxJava2
	- Retrofit2
	- Dagger2
	- Kotlin Coroutines
	- Dynamic Feature Modules
	- JUnit4
	- Mockito
Skills	- Design Patterns
	- OOP
	Languages
	- English (Intermediate)
	Accomplishments
	- Shortened application launch time in 20% by delaying the creation of an
	objects until the first time it is needed in Application class
	 Helped teammates to complete tasks on time by taking on some of the work
	 Reduced application crash by 3% while working on ANR
	 Successfully completed an internship for 10 students in the company
	 In order not to waste time waiting for vector icons in the desired
	resolution from the designer, I learned to use Adobe Illustrator

Helped over 100 people answering **Stackoverflow** questions

Work Experience

Project name:	<u>BiP</u>
Project Description:	BiP - Turkish Messenger that similar to Telegram/WhatsApp Features made by me: Favorite Messages (easy access to user favorite messages) Archive Chats (tool for separating active and inactive chats) Reply message (reply to someone who sent a message in group) HD/SD photo (sending photo in original or compressed size) User/Group/Channel/Service avatars (update default avatars) Groups events (add/update events that comes in group chats) "User X Typing" (shows that someone writing to you) Media size (show bytes for unloaded media before downloading) Multiple text copy (copy text messages with names in chats) YouTube window (draggable view where video plays in chat) Wallpaper for chats (set different images as background for chats) Saved State and horizontal support for media screens Zoom for Camera1/Camera2 api Refactoring long press chat message options menu by adding/modifying/deleting items according to analysis document Refactoring Group/User info menu screens to new design Refactoring search screen with 3 tab into one big screen

The project is very large and was written a long time ago, therefore, while working on this project, I constantly had to understand old unused libraries and poorly written code, rewrite it in Kotlin and reduce the use of third-party libraries in order to remove them in future.

Faced with problems in the implementation of some features, I turned to senior engineers for help with possible solutions to this problem. Once I had to switch tasks with the technical lead in order to complete both tasks on time.

Project name:	About Dota
Project Description:	About Dota – home pet project for Dota fans where I test new development tools Features: Bio, abilities, tips, talents, last changes for 120 heroes Sounds/replicas of all the heroes that can be downloaded Dota 2 latest news that parsed from different sources Live Twitch Dota 2 streams with chat Popular builds for heroes that parsed once time per day Tournament games and their outcomes Notifications for users upcoming games In-App Purchase to unlock more features Dynamic themes with changing launch icon Simple games where need to choose right answer Different type of annoying advertisement Remote config for toggling features