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 carrer with VironIT company. Now I am working at Kufar company.

Work History	**VironIT** / Android Developer
	September 2019 – Mart 2022
	  – Participation in the development of the Turkish messenger "BIP" app
	  – Mentor new team members, co-op students, interns, and peers alike
	Kufar / Android Developer
	Mart 2022 – Present
	  – Participation in the development of the marketplace "Kufar" app

Skills	**Common Skills** – Java, Kotlin, Git – Android Architecture Components – Custom View, Compose – Data Binding – RxJava2, Kotlin Coroutines, Kotlin Flow – Retrofit2 – Dagger2 – Dynamic Feature Modules – JUnit4, Mockito, Truth – Gradle – Design Patterns **Languages** – English (Upper-Intermediate) – Russian (Native) **Accomplishments** – Successfully completed an internship for 10 students in the company – learned to use Adobe Illustrator In order not to waste time waiting for vector icons in the desired resolution from the designer – Helped over 100 people answering Stackoverflow questions – Writing articles to share knowledge with community on the Medium

Work Experience

Project name:

BiP - Turkish Messenger

What I have done:

- Feature that displays favorites messages in a separate screen, depending on where this feature is called the screen can contain messages from a single chat, group or for all messages
- Feature that allows users to keep a few desired chats hidden in an "Archived Chat Folder". These chats will be muted even if they get new text messages until you manually chose to anarchive them
- Feature that allows users reply to a particular message which has been sent in a group to that sender in his personal chat
- Feature that allows to send videos/photo using original quality instead of compressed one (HD/SD)
- Feature that post event in group chats when something happened like "User X exit the chat", "User X change group avatar"…
- Feature that showing "User X Typing…" for chats
- Feature that show bytes for unloaded media before downloading for chats
- Feature that allows copy selected dialog text with names
- Feature that allows user to watch YouTube videos in a separate draggable window and continue chatting
- Feature that allows user to change wallpaper for chats using standard collection or load his original image
- Redesign User/Group/Channel/Service avatar form and their default images
- Add Saved State and horizontal support for media screens
- Integrate Zoom feature 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

Additional information:

- Migrate Java to Kotlin and reduce the use of third-party libraries in order to remove them in future Helped teammates to complete tasks on time by taking on some of the work
- Reduced application crash from 92 to 97% while working on ANR
- Shortened application launch time in 20%

Project name:

[Kufar](#) – classified ads for the Belarusian market

What I have done:

- Set of the paid promotion services with complex user flow that allows to sell effectively
- Integrate widget for payment transactions instead of web widget that working in WebView
- Enhance main search that contains different sections results
- Basket for e-com advertisement
- Integrate Yandex, Google Ads SDK to publish and manage various ad formats in apps
- Design and implement promotion game with help of Marketing team to encourage users to buy more paid services
- Developed parser that convert html like text to Spannable to make the text color, bold, clickable and etc
- Migrate code from RxJava2 to Coroutines Flow
- Migrate from Groovy DSL scripts to Kotlin DSL, Integrate Version Catalog

Additional information:

- A/B/C experiment across all the app
- Reduced application crash from 95 to 98% while working on ANR
- Speed up the project build time for 30% by modifications to build scripts and tuning Dagger2
- Increase test coverage from 28 to 34% by adding Test for old/new product functionality
- Migrate app to dark theme

[Kufar](#) – classified ads for the Belarusian market

Project name:

About Dota - home pet project for Dota 2 funs

Project Description:

- 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 ability to view real time chat and PictureInPicture mode
- Popular builds for heroes that parsed from public external site once time per day
- Tournament games and their outcomes that parsed from public external site
- 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 configuration for toggling features