Eugene Shuvagin, Android Developer
Telegram: https://t.me/i30mb1
Email: fate.i30mb1@gmail.com

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.

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 **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:	**BiP**
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