

<p>Eugene Shuvagin, Android Developer Telegram: https://t.me/i30mb1 Email: fate.i30mb1@gmail.com GitHub: https://github.com/i30mb1 LinkedIn: https://www.linkedin.com/in/i30mb1</p>	
Work History	<p>VironIT / Android Developer <i>September 2019 – Present</i></p> <ul style="list-style-type: none"> - 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	<p>Common Skills</p> <ul style="list-style-type: none"> • Java • Kotlin • Android Architecture Components • Data Binding • RxJava2 • Retrofit2 • Dagger2 • Kotlin Coroutines • Dynamic Feature Modules • JUnit4 • Mockito <p>Languages</p> <ul style="list-style-type: none"> • English – Intermediate

EXPERIENCE	
Project name:	BiP
Project Description:	BiP - Turkish Messenger Features Made by me : <ul style="list-style-type: none"> – Favorite Messages – Zoom for Camera1/Camera2 – HD/SD quality photo – Reply privately function – Wallpaper for background chat – Determine file size before downloading – Saved State for Media Player – Redesign/Refactoring a lot of screens – Bug fixing and others smalls features
Tools & Technologies:	Kotlin, Java, MVP, RxJava2, RxBinding, Glide, Retrofit, OkHTTP, Firebase-messaging, Firebase-analytics, Maps, Billing, Jsoup, Play Services, EventBus, Dagger2, Room, Paging, ExoPlayer, lottie.
Involvement Duration:	18 months
Project Team Size:	40+ member
Url:	https://play.google.com/store/apps/details?id=com.turkcell.bip

Project name:	About Dota
Project Description:	Application fully made by me for Dota fans so they can keep up with all the latest events with details on matches, players, teams, and tournament results! Features: <ul style="list-style-type: none"> – Tips, Allies and counters for every hero and item – Replicas, responses, sounds of all the heroes – 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 – All tournament games and their outcomes – Set reminders for upcoming games
Tools & Technologies:	Kotlin, room, retrofit2, MVVM, Lifecycle, LiveData, Data Binding, WorkManager, Paging, InstantApp, Firebase, Navigation, Jsoup, Gson, In-app purchases, Preference, Google AdMob, Coroutines
Involvement Duration:	6 months
Url:	https://play.google.com/store/apps/details?id=n7.ad2