

Eugene Shuvagin, Android Developer

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Work History

VironIT / Android Developer

September 2019 – Present

- Participation in the development of a product for user communication (Turkish messenger “BIP”)
- Develop features with maintaining consistency/compatibilities
- Refactoring existing code written in Java on Kotlin
- Identify critical/crash/hidden defects in applications and suggest quick fix by analyzing logs
- Work with QA team for fixing bugs & troubleshooting performance issue
- Participate in weekly stand-up/estimation meetings
- Mentor new team members, co-op students, interns, and peers alike
- Convince testers that this is not a bug but part of a feature

Skills

Common Skills

- Java
- Kotlin
- Android Architecture Components
- Data Binding
- RxJava2
- Retrofit2
- Dagger2
- Kotlin Coroutines
- Dynamic Feature Modules
- JUnit4
- Mockito

Languages

- 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:	12 months
Project Team Size:	20+ member
Url:	https://play.google.com/store/apps/details?id=com.turkcell.bip

Project name:	About Dota
Project Description:	Dota fans 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
Project Team Size:	1 member
Url:	https://play.google.com/store/apps/details?id=n7.ad2