

Eugene Shuvagin, Android Developer

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Hello! My name is Eugene. Live in Belarus. Graduated from [BSUIR](#) as an engineer. After that I decided to become an Android Developer and started my career with [VironIT](#) company. Now I am working at [Kufar](#) company.

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|---------------------|---|
| Work History | VironIT / Android Developer <i>September 2019 – March 2022</i> <ul style="list-style-type: none">– Participation in the development of the Turkish messenger “BIP” app– Mentor new team members, co-op students, interns, and peers alike Kufar / Android Developer <i>March 2022 – Present</i> <ul style="list-style-type: none">– Participation in the development of the marketplace “Kufar” app |
| Skills | Common Skills <ul style="list-style-type: none">– 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 <ul style="list-style-type: none">– English (Upper-Intermediate)– Russian (Native) Accomplishments <ul style="list-style-type: none">– 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 unarchive 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. Adding, removing, updating basket state from various ways, synchronized with basket browser version for authorized and non-authorized users
- Integrate online booking for advertisement, display landlord statistics and possibility to report them
- VIN auto report generation that can be viewed as pdf or sent to the user mail
- 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

Project name:

[About Dota](#) - home pet project for Dota 2 fans where I test new technologies before implementing them into a working project. Thanks to this, I see the pros and cons of technologies, I can test the limits of its applicability and do not turn a working project into a zoo of different technologies

Project Description:

- Bio, abilities, tips, talents, last changes, sounds and replicas for 120 heroes that have been parsed from different sites and stored in JSON files with custom structure on the user device
- Sounds/replicas that can be downloaded or set as notification
- Dota 2 latest news that parsed from different sources and displayed In WebView
- 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