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| Eugene Shuvagin, Android Developer  **Telegram: @i30mb1**  **Email: fate.i30mb1@gmail.com**  **GitHub: i30mb1**  **LinkedIn: i30mb1** | |
| **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/compatabilities  - 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  - 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 |

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| **EXPERIENCE** | |
| **Project name:** | **BiP** |
| Project Description: | BiP - Turkish Messenger  Features Made by me :   * + Favorite Messages   + Zoom for Camera   + Resume playing for Media Player |
| **Tools & Technologies:** | Kotlin, Java, MVP, RxJava2, RxBinding, Glide, Retrofit, OkHTTP, Firebase-messaging, Firebase-analytics, Maps, Billing, Jsoup, Play Services, EventBus, Dagger2, Room, MixPanel, ExoPlayer, Androidannotations, crouton, lottie. |
| **Project Role:** | Android developer |
| **Involvement Duration:** | 6 months |
| **Project Team Size:** | 20+ member |