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| 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** | |
| **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 * Data Binding * RxJava2 * Retrofit2 * Dagger2 * Kotlin Coroutines * Dynamic Feature Modules * JUnit4 * Mockito * Design Patterns * OOP   **Languages**   * English – Intermediate |

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| **EXPERIENCE** | |
| **Project name:** | **BiP** |
| **Project Description**: | BiP - Turkish Messenger  Features Made by me :   * + 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 |

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| **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:   * 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 |