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| Eugene Shuvagin, Android Developer  **Telegram:** [**https://t.me/i30mb1**](https://t.me/i30mb1)  **Email: fate.i30mb1@gmail.com** | |
| Hello! My name is Eugene. Live in Belarus. Graduated from BSUIR as an engineer. After than i decided to become an android Developer and started my carreer with VironIT company. I have been working about 2 years on the Turkish messenger "Bip" in a team of 80+ members. | |
| **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 * Custom View * Data Binding * RxJava2 * Retrofit2 * Dagger2 * Kotlin Coroutines * Dynamic Feature Modules * JUnit4 * Mockito * Design Patterns * OOP   **Languages**   * English (Intermediate)   **Accomplishments**   * Shortened application launch time in 20% by delaying the creation of an objects until the first time it is needed in Application class * Helped teammates to complete tasks on time by taking on some of the work * Reduced application crash by 3% while working on ANR * Successfully completed an internship for 10 students in the company * In order not to waste time waiting for vector icons in the desired resolution from the designer, I learned to use Adobe Illustrator * Helped over 100 people answering [Stackoverflow](https://stackoverflow.com/users/9674249/i30mb1) questions |

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| **Work Experience** | |
| **Project name:** | [**BiP**](https://play.google.com/store/apps/details?id=com.turkcell.bip) |
| **Project Description**: | BiP - Turkish Messenger that similar to Telegram/WhatsApp  Features made by me:   * + Favorite Messages (easy access to user favorite messages)   + Archive Chats (tool for separating active and inactive chats)   + Reply message (reply to someone who sent a message in group)   + HD/SD photo (sending photo in original or compressed size)   + User/Group/Channel/Service avatars (update default avatars)   + Groups events (add/update events that comes in group chats)   + “User X Typing…” (shows that someone writing to you)   + Media size (show bytes for unloaded media before downloading)   + Multiple text copy (copy text messages with names in chats)   + YouTube window (draggable view where video plays in chat)   + Wallpaper for chats (set different images as background for chats)   + Saved State and horizontal support for media screens   + Zoom 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 |

The project is very large and was written a long time ago, therefore, while working on this project, I constantly had to understand old unused libraries and poorly written code, rewrite it in Kotlin and reduce the use of third-party libraries in order to remove them in future.

Faced with problems in the implementation of some features, I turned to senior engineers for help with possible solutions to this problem. Once I had to switch tasks with the technical lead in order to complete both tasks on time.

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| **Project name:** | [**About Dota**](https://play.google.com/store/apps/details?id=n7.ad2) |
| **Project Description:** | About Dota – home pet project for Dota fans where I test new development tools  Features:   * Bio, abilities, tips, talents, last changes for 120 heroes * Sounds/replicas of all the heroes that can be downloaded * Dota 2 latest news that parsed from different sources * Live Twitch Dota 2 streams with chat * Popular builds for heroes that parsed once time per day * Tournament games and their outcomes * 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 config for toggling features |