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| Eugene Shuvagin, Android Developer  **Number: +375297387026**  **Telegram:** [**https://t.me/i30mb1**](https://t.me/i30mb1)  **Email:** [**fate.i30mb1@gmail.com**](mailto:fate.i30mb1@gmail.com)  [**GitHub**](https://github.com/i30mb1/AD2)**,** [**Google Play**](https://play.google.com/store/apps/dev?id=6979804748853517937&gl=US)**,** [**LinkedIn**](https://www.linkedin.com/in/i30mb1/) | |
| Hello! My name is Eugene. Live in Belarus. Graduated from [BSUIR](https://www.bsuir.by/en/) as an engineer. After than i decided to become an Android Developer and started my carreer with [VironIT](https://vironit.by/) company. Now I am working at [Kufar](https://www.kufar.by/l) company. | |
| **Work History** | **VironIT** / Android Developer  *September 2019 – Mart 2022*   * Participation in the development of the Turkish messenger [“BIP”](https://play.google.com/store/apps/details?id=com.turkcell.bip&gl=US) app * Mentor new team members, co-op students, interns, and peers alike   **Kufar** / Android Developer  *Mart 2022 – Present*   * Participation in the development of the marketplace [“Kufar”](https://play.google.com/store/apps/details?id=se.scmv.belarus&gl=US) app |
| **Skills** | **Common Skills**   * Java, Kotlin, Git * Android Architecture Components * Custom View * Data Binding * RxJava2, Kotlin Coroutines * Retrofit2 * Dagger2 * Dynamic Feature Modules * JUnit4, Mockito, Truth * Gradle * Design Patterns   **Languages**   * English (Upper-Intermediate)   **Accomplishments**   * 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](https://stackoverflow.com/users/9674249/i30mb1) questions * Writing articles to share knowledge with community on the [Medium](https://medium.com/@i30mb1) |

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| **Work Experience** | |
| **Project name:** | [**BiP**](https://play.google.com/store/apps/details?id=com.turkcell.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 anarchive 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 |

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.

* Helped teammates to complete tasks on time by taking on some of the work
* Reduced application crash by 3% while working on ANR
* Shortened application launch time in 20% by delaying the creation of an objects until the first time it is needed

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| **Project name:** | [**Kufar**](https://play.google.com/store/apps/details?id=se.scmv.belarus&gl=US) - classified ads for the Belarusian market |
| **What I have done**: | * Integrate paid promotion services * Integrate Yandex Ads SDK native banners across the whole app * Integrate Promotion Game * Integrate widget for payment transactions instead of WebView * Design and implement promotion game * Migrate code from RxJava2 to Coroutines Flow * Migrate from Groovy DSL scripts to Kotlin DSL scripts * Integrate Version Catalog |

* A/B/C experiment with photo for ads
* Reduced application crash by 5% while working on ANR
* Speed up the project build time for 30% by modifications to build scripts and tuning Dagger2
* Increase test coverage for 4% by adding Test for new product functionality

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| **Project name:** | [**About Dota**](https://play.google.com/store/apps/details?id=n7.ad2) - home pet project for Dota |
| **Project Description:** | * 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 |