

Kanstantsin Chaiko

I am highly motivated person with 7 years experience in mobile development. I have a solid knowledge in Android development. I have a huge experience in Kotlin, Java and Swift. Familiar with android architecture principles: MVVM, MVP; with google clean architecture components: ViewModel, LiveData, RoomORM. I have a basic knowledge in iOS development. Practical experience in Reactive approaches to development: RxJava, RxAndroid, RxKotlin, RxSwift. I have a solid knowledge in android lifecycle. I have a strong experience with request clients(libraries): Retrofit, Volley and my own http client. For retrofit I have a deep diving knowledge e.g. writing custom adapters, custom parsers, also work with coroutines adapter and Kotlin coroutines, RxAdapters for retrofit. Also have a good experience in writing tests: unit tests with Junit framework and ui tests for android with Espresso library and Robolectric. I have a good experience with security level of the application(signing, obfuscate code, SSL connection).

Now I am working as a team lead in mobile team in our group. I control working of our team, help my teammates, and deal with the most challenges tasks. I have experience in working with big teams and small team, and can work even alone for project.

I have a good feedback from customers, team members. I am really excited when I learn something new in mobile development. Also ready to participate in mentoring programs, and sharing knowledge programs.

Contacts:

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Skill overview:

- *programming languages*: kotlin, java, swift
- *mobile android*: Android SDK, Android support library, Google play service libraries(map, billing, drive, gallery, analytics), Android clean architecture components(view models, livedata, room orm), application architecture(MVVP, MVP, MVC), request frameworks(retrofit, okhttp, volley, async-http), chat api(e.g. Zopim Chat API), image libraries(Glide, Picasso), firebase(authorization, database, storage, analytics, crashlytic), media player(for audio and video) with media controller, app bundling
- *mobile ios*: iOS SDK, UI Kit
- *kotlin*: kotlin dsl, ui kotlin libraries(anko and analogues), kotlin in gradle files
- *reactive approach*: rx-java, rx-kotlin, rx-android, rx-swift
- *client-server technologies*: REST, SOAP, Oauth
- *database*: SQLite and ORMs(Room, GreenDAO, ORMLite), Realm, Object-Box
- *version control*: GIT, SVN
- *continuous integration*: bitrise, jenkins

Experience:

- **Senior Mobile Engineer/Team Lead in iTechArt Group, Minsk**

April 2018 - Present (12 month)

Projects:

- *Tully:*

It's a solution allowing recording artists and songwriters to play, write, and record song ideas all within one application. Artists can share their projects with their engineer before studio sessions, allowing instant access to the audio file, lyric sheet, and recording ideas. We use Kotlin and Java programming language. I have a hands on experience with firebase. I work with media player(for audio and video) and media controller.

App Link: <https://play.google.com/store/apps/details?id=com.tullyapp.tully>

- *House and land:*

Australian project for aggregation houses and land from different company for creation matching. After the connection agents connect with customers and check details about order.

The solution most consists of backend and frontend. I worked for frontend, in particular, Android mobile application. We used architecture principles of MVVM and Clean Architecture Components. Also we used Koin library for dependency injection instead of standard Dagger2 library. For application navigation we used Cicerone library and its navigator-router principle.

App Link: <https://play.google.com/store/apps/details?id=com.itechart.group.hal>

- *Inner project:*

Some inner projects with the newest technologies, and trying new libraries. We used Kotlin, MVVM architecture, Google Jetpack components. Used libraries for comfortable creating design without xml files(e.g. Anko).

- **Mid/Senior Mobile Engineer in System Technologies, Minsk**

October 2015 - April 2018 (2,5 years)

Projects:

- *AlfaBank Mobile client v1.0 and v2.0:*

Mobile client for legal person (client-server app with rest service). App helps people to make payments (by server logic), setup application main screen with module architecture, set alternative login variant instead standard login/password enter. In app we use security level for database (encrypt database file), database migration, chat api client and bank agent. You can see a list of account (with balance), list of documents with functions (server methods) in application. We used Kotlin programming language, MVVM architecture, clean architecture components. Also we made a module hierarchy of the application, user can create own desktop when choose different modules for it. I worked with the security level of the application(signing, obfuscate code, SSL connection).

V2: <https://play.google.com/store/apps/details?id=by.st.alfa.ib2>

V1: <https://play.google.com/store/apps/details?id=by.st.alfa>

- *Mobile client for legal persons (boxing version for different banks) - B-Mobile:*

Mobile client for legal person (client-server app with REST service). App helps people to make payments (by server logic), setup application main screen with module architecture, set alternative login variant instead standard login/password enter. In app we use security level for database (encrypt database file), database migration. Boxing version helps us to create default bank mobile clients with some function set (payments, documents, account) for different banks.

IdeaBank: <https://play.google.com/store/apps/details?id=by.st.idea.business>

MMBank: <https://play.google.com/store/apps/details?id=by.st.mmb>

VTBank: <https://play.google.com/store/apps/details?id=by.st.vtb.business>

AltBank: <https://play.google.com/store/apps/details?id=by.st.alt.yur>

- *PriorBank Mobile client for Individuals:*

Mobile client for individual person. You can see bank cards with balance (also salary bank card), transfer money from one card to other in application. In the app you also can make payments, see history of payments, map of terminals and banks.

App link: <https://play.google.com/store/apps/details?id=by.st.priormobile>

• **Junior/Mid Mobile Engineer in Omertex LLC, Minsk**

February 2012 - August 2015 (3,5 years)

Projects:

- *Kidabra:*

Development of application for children and their parents. Program is mobile client for showing images, video and HTML-comics content for children. In app users make downloads of content for mobile device (smartphone, tablet) and watches it without the Internet. Enter in app is realized with social networks (Facebook, Twitter). Google Play Store (Billing SDK) is used for in-app purchases.

App link: https://play.google.com/store/apps/details?id=com.rikigroup.mary_um

- *iSimple:*

App for showing of alcohol-beverages catalogue. Users can create an order and send it to a shop operator, then a seller connects with users for orders delivery. In this app we make tests for parsing big XML files with information about store list and save data in app and use some filters for chosen data.

App link: <https://play.google.com/store/apps/details?id=com.treelev.isimple>

- *Facilicom 24 Worker:*

Application for workers of the "Facilicom" company. Used for taking orders with a map (address) and date making. In you make photos of starting work and photos of finishing work, and pinned photos for orders (send to server).

App link: <https://play.google.com/store/apps/details?id=ru.facilicom>

- *Suitcase:*

Application for list of things for a planned vacation. You can save a list of items to database and check it for nothing to forget for travel. This test app for learning of Android technologies, now does not exist in Google Play Store.

Education:

- Belarusian state university of informatics and radioelectronics, 2008 - 2013
Diploma of Software Engineering.
- Belarusian state university of informatics and radioelectronics, 2015 - 2016
Master of technical science.

Appendix:

- github: <https://github.com/kchaik0>
- linked-in: <https://www.linkedin.com/in/kchaiko/>