Lyubomir Ganev

Android Engineer

📍 Munich, Germany

📧 luboganev@gmail.com

🌐 luboganev.dev

🌐 github.com/luboganev

💼 linkedin.com/in/luboganev

◆ Professional Summary

Experienced Android Engineer with over a decade of hands-on development in building and maintaining scalable mobile applications. Specialized in Kotlin, Jetpack Compose, and Material Design with strong emphasis on Clean Architecture, CI/CD, and cross-functional collaboration. Passionate about open-source development, modern Android practices, and delivering meaningful user experiences.

◆ Skills & Technologies

Languages: Kotlin, Java

Mobile: Android SDK, Jetpack Compose, Firebase, Play Services, Sentry

Architecture: MVVM, Clean Architecture

Libraries: Coroutines, Ktor, Retrofit, OkHttp, Dagger, Hilt, Koin, RxJava, Timber, Coil, Lottie

Testing: JUnit, Mockito, Mockk, Espresso

CI/CD: GitHub Actions, GitLab CI, CircleCI

Tools: Android Studio, Git, Gradle, Figma, JIRA, Confluence

Other: Kotlin Multiplatform, REST APIs, GraphQL, Agile methodology, Code Reviews, Pair programming, Technical writing

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◆ Work Experience

Senior Mobile Developer

1&1 Mail & Media Development & Technology GmbH — Munich, Germany *Feb 2026 – Present*

- Development and maintenance of the Android apps of the company

Senior Android Developer

IU International University — Munich, Germany
Jan 2022 – Jan 2026

- Development and maintenance of "myCampus", the native variant of International University's online platfrom
    - Architected and developed fully native app features in addition to the platform development.
    - Collaborated closely with the Design and UX team developing a rich fully custom design system and implementing it in Android Jetpack Compose
    - Implemented a technical solution enabling the native app to host and serve SPA micro frontends from local files, thus enabling shared codebase between the native app and the SPA micro frontend based web platform
    - Implemented a "Dev mode" containing numerous tools that facilitate the work of micro frontend web developers to build for both web and native app platforms.
    - Contributed cross-team via inner sourcing to micro frontends based on vue.js and TypeScript.

- Development and maintenance of "IU Learn", a native e-learning app for thousands of students.
    - Architected and implemented native app with Jetpack Compose and MVVM clean architecture with very high unit test coverage
    - App was built from scratch in just 9 months
    - Remarkable stability metrics with a user-perceived crash rate of only 0.35% and an ANR (Application Not Responding) rate of just 0.01%.
    - Superb Google Play Store rating, maintaining a 4.4+ lifetime rating from users.

Lead Android Developer

Automotive Startup — Munich, Germany
Mar 2019 – Dec 2021

- Architected and implemented native Android companion app for proprietary hardware's cloud features.
- Adopted Kotlin multiplatform SDK for iOS and Android handling communication with complex state machine at the BE, thus significantly reducing the time to launch for both platforms.
- Architected and implemented multi-layer multi-module architecture for BE communication, domain layer and UI layer, improving significantly build times.
- Implemented mock BE with Kotlin Multiplatform used for automated and manual testing of all possible BE state transitions, thus enabling the development of both iOS and Android apps to be done in parallel with the BE development. This enabled us to successfully launch despite coding until the very last minute.
- Designed and implemented modular custom design system layer in close collaboration with UX and UI designers.

- Adopted Jetpack Compose as the main Andorid UI framework
- Led a team of two senior developers and cross-collaborated with BE engineers, UX/UI designers and product managers.
- Perfected communication skills in a forced remote only working mode during the COVID pandemic.

Technical Lead Android

Luxoft GmbH — Munich, Germany
Sep 2018 – Feb 2019

- Implemented features in the native Android companion app for a major automotive client.
- Technical lead for a team of 3 developers
- Mentored junior developers.

Technical Lead Android

Bragi GmbH — Munich, Germany
Sep 2016 – Aug 2018

- Developed and maintained mobile companion app for wireless hearables.
- Implemented numerous prototypes and demo research projects, investigating possible innovations in the domain.
- Integrated custom BLE protocols for real-time device communication and firmware updates.
- Adopted Kotlin as main programming language.
- Technical lead for a team of 3 developers.
- Mentored a junior developer.
- Adopted high performance, high resilience work style in a very competitive startup environment.
- Contributed to products in direct competition with hearables by Apple and Samsung.

Software Developer Mobile

Jochen Schweizer Technology Solutions GmbH — Munich, Germany
Jul 2014 – Aug 2016

- Built and maintained iOS and Android apps covering the core business of the company.
- Architected and adapted the iOS VIPER architecture model for Android, thus enabling a mixed team of 6 iOS and Android engineers to contribute to both codebases.
- Introduced Swift to the iOS codebase.

Android Developer

CHIP Digital GmbH — Munich, Germany
Dec 2013 – Jun 2014

- Implemented features in the native Android app of the CHIP.de content platform.
- Enhanced data syncing and caching for offline usability.

Android Developer

1st Position GmbH — Saarbrücken, Germany
May 2012 – Nov 2013

- Implemented native Android applications for external customers of the agency
- Collaborated with BE engineers and UX/UI designers to deliver high quality products.

◆ Education

MSc in Computer Science

Saarland University — Saarbrücken, Germany
Oct 2009 – Mar 2012
Master Thesis: *Framework for Evaluation of Recommender Systems that Suggest Mobile Applications*

BSc in Computer Science

Technical University – Sofia — Sofia, Bulgaria
Oct 2004 – May 2008

◆ Publications

- **AppFunnel** – A framework for usage-centric evaluation of mobile app recommenders. *(IUI '13)*
- **AppDetox** – Helping users with mobile app addiction. *(MUM '13)*

◆ Projects

AppDetox

A tool to help Android users limit their mobile app usage through customizable rules. Featured on Google Play and discussed in academic publications.

Anidro

An open-source app that animates user drawings into shareable GIFs or videos. Highlights modular Android architecture best practices. Project page

Other projects

For more projects please visit my website. About projects section

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◆ Languages

- Bulgarian – Native
- English – Fluent
- German – Fluent
- Spanish - A1