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Education

2012 | 2016 **BS in Software Engineering**, *Kherson National Technical University, Kherson, Ukraine.*

2016 | 2018 **MS in Software Engineering**, *Kherson National Technical University, Kherson, Ukraine.*

Work Experience

Feb 2017 – **Android Engineer**, *Wezom.*

- Present
- Playing a lead role in software design, architecture, requirements analysis, investigation of new technologies, and software development
 - Managing the full technical life-cycle of Android applications during each development phase
 - Maintaining code quality, organization and automation

Skills

Programming languages Kotlin, Java, Dart

Misc Android SDK, RxJava, SQL, JUnit, Espresso, Git, Android Jetpack (Android Architecture Components), Android Data Binding, Flutter, Gradle, Jira

Projects

Kivi Remote server, *Java, Android SDK, RxJava 2, Dagger 2.*

Kivi remote server that is integrated as a part of Kivi TV and acts as a middleware between Kivi Android TV and Kivi Remote service.

- Designed and implemented custom input method (IME)
- Revision of core functionality
- Squashing bugs

Kivi Remote , *Kotlin, Android SDK, Java, RxJava 2, Android Data Binding, Dagger 2, Room.*

Remote application that is used to control various functions of Kivi Android TV. It acts as a remote control, no need to a separate device, when you can use your smartphone as a remote control!

- Implementation of core functionality
- Rewritten core functionality from Java to Kotlin
- Implemented service discovery using NSD service
- Integrated UPnP media content streaming functionality

Uber-like taxi service, *Kotlin, Android SDK, RxJava 2/RxKotlin, Android Jetpack, Dagger 2, Retrofit.*


Uber-like taxi service for a Ukrainian company that provides it's services in some Ukrainian towns

- Leading the development of core functionality
- Delivering core customer-facing features of the application
- Providing mentorship for other team members

CRM system, *Kotlin, Android SDK, Java, RxJava 2/RxKotlin, Android Jetpack, Dagger 2, Retrofit.*

Polish customer relationship management system that is designed to optimize, organize and systematize work process.

- Bug fixing
- Maintaining stability of existing applications
- Rewriting messy, legacy code
- Understanding, interpreting and clarification of functional requirements as well as technical requirements for the project

Plain UPnP , *Kotlin, Android SDK, Java, RxJava 2, Android Data Binding, Dagger 2.*

PlainUPnP allows you to stream videos, music and photos. Browse UPnP media sources and stream media content to a selected UPnP device or play locally. !

- Rewritten core functionality from Java to Kotlin
- Multiple theme implementation
- Integrated UPnP media content streaming functionality

Languages

English, *Upper-intermediate.*

Russian, *Fluent.*

Ukrainian, *Fluent.*