

Denis Cherny, Mobile Developer

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SUMMARY

Mobile developer with 6 years of experience across iOS and Android platforms. Started in iOS development and transitioned to Android, gaining deep understanding of both ecosystems. I'm interested in complex technical problems that require deep dives or even acquiring new set of skills. Strong advocate for testing practices. Currently revisiting core computer science topics.

EXPERIENCE

Android Developer

Nov. 2023 – Feb. 2026

Blinkist

Berlin, Germany

- Delivered features end-to-end across the Android app, from design discussions through implementation to production monitoring via Datadog SLOs
- Drove completion of stalled refactoring initiatives: led migration from Dagger 2 to Hilt and finished transition to content-on-demand delivery pattern
- Increased test coverage from 18% to 32.5% by introducing integration testing practices and focusing coverage on critical business logic modules
- Built automation tooling in Ruby to generate Play Store SKUs from spreadsheets, eliminating manual SKU creation process
- Owned and maintained the Android implementation of in-house backend-driven UI framework powering A/B testing
- Investigated production revenue anomalies, correlating incident timelines with release history to identify root causes

Mobile Developer (iOS/Android)

Dec. 2019 – Feb. 2023

Storytelling Software

Taganrog, Russia

- Agency developer contributing to multiple client products across both platforms
- Mentored 2 interns through to full team membership
- **Nexar** (iOS) – Dashcam companion app: Worked on Uber integration and Onboarding module refactoring
- **Sound Oasis** (Android) – Sleep and relaxation app: Took over struggling project, stabilized delivery as lead of 2-person development team
- **eXpenso** (iOS & Android) – Expense tracking app: Built app from initial development through App Store/Play Store release; Designed and implemented custom passcode lock feature

TECHNICAL SKILLS

Languages: Kotlin, Swift

Android: Jetpack Compose, Coroutines, Hilt/Dagger 2, Room, Retrofit, JUnit, Play Billing library, Media3, MVVM

iOS: SwiftUI, UIKit, Combine, Async/await, XCTest

Tools: Git, Android Studio, Xcode, Gradle, GitHub Actions, Datadog, Sisense (Periscope)

EDUCATION

Southern Federal University

Taganrog, Russian Federation

Bachelor of Computer Science

Sep. 2016 – July 2020

INTERESTS

Computer Science: Revisiting core topics; currently studying how compilers and interpreters work

Game Engines: Exploring open-source game engines; learning Raylib with C99 to understand foundational graphics and game development

Mentoring: Teaching programming and CS fundamentals to people without prior technical background