

Pavel Kuznetsov

Android Developer
Kyiv, Ukraine

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Summary

I am a software engineer with 3+ years of experience in creating Android applications. I aspire to create maintainable, clean and robust code that is easy to change and reuse.

To efficiently communicate with other team members and understand higher-level problems, I always try to expand my knowledge in related areas, e.g. backend development, UI / UX, product management etc.

I also have experience in team management, gathering requirements from clients and product owners, creating documentation and interviewing developers.

Skills

Android

Android SDK, Java, Kotlin, RxJava, Retrofit, Dagger 2, Gradle

Clean Architecture, MVP, MVVM

Camera2, Custom Views

Jetpack Navigation, Room, DbFlow, FCM, Firebase Storage

Espresso

Other

Flutter, Python, Django

SQL, Neo4J

Team Management, Scrum, Jira

Education

NTUU "Kyiv Polytechnic Institute"

Computer Science

Bachelor's degree

2012 - 2016

Languages

English – B2 (Upper-intermediate)

Russian, Ukrainian – Native

Experience

Freelance

Android Developer

Aug 2020 - now

- [Likari24](#)

Selenium.com.ua

Android Developer

Jan 2020 - Apr 2020 (project closed due to COVID-19)

- App for face tracking of retail staff (to monitor working hours)

920 Solutions

Android Developer

Mar 2019 - Jan 2020

- [Space - Digital Banking](#)
- Participated in designing app architecture (for a complex multi-module app)
- Created workflow conventions for the team

EvoPlay

Android Developer

Oct 2017 - May 2018

- NDA

Tseh 2.0

Android Developer

May 2015 - May 2017

- Marketing app for providing branded goods to users in exchange for their selfies with corresponding goods or with branded photo overlay
- Healthcare app to notify users to take medications on time
- Gathering and documenting requirements
- Team management

Tseh 2.0

Project Manager / Team Coordinator

Mar 2015 - May 2015

i2i

Project Manager / Team Coordinator

Dec 2014 - Mar 2015

Freelance

Android Developer

Various projects (freelance or on a part-time basis)

May 2017 - July 2019

- Chesno - project AdBusters, app + backend
 - ARVI - project BeLike
 - Tallium, inc. - project FanLeague
 - Bladeware - project Perrzle
 - Tseh 2.0 - project Collider, backend
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