



PAVEL SUSHKO

Android Developer

About Me

Junior Android dev, with commercial experience from Feb.2024. Student at Belarussian State University



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Minsk, Kurchatova 6

Language

- English (Intermediate)
- Russian (Native)

Expertise

- Kotlin/Java
- Git
- SOLID, Clean Architecture, OOP, MVVM
- Android SDK
- XML view, Jetpack Compose
- Multithreading, Coroutines
- okhttp, Retrofit, Ktor
- Room, SQLite
- Kotlin DI

Summary

My name is Pavel Sushko, and I am a Junior Android Developer with commercial experience since February 2024. I am currently studying Computer Security at Belarussian State University. I have worked on AI-enhanced Android applications, including the development of an advanced Android keyboard and a puzzle game on Flutter. I am proficient in Kotlin, Java, Git, and Android SDK, and I have also gained experience as a Kotlin Multiplatform Developer. I am passionate about problem-solving, collaborating with teams, and delivering user-friendly solutions. My aim is to grow as a developer and take on more responsibility in driving innovative projects forward.

Experience

Research Resolution, Minsk
2024, May - 2024, Aug
Kotlin Multiplatform Developer

1. Development of Desktop Remote Printing Application
 - Description: Single-handedly architected, designed, and developed remote printing application for car parts sellers, including label printing support.
 - Achievements:
 - Implemented a robust HTTP-based server polling mechanism to gather and print information efficiently.
 - Ensured seamless integration with various printers, enhancing operational efficiency for users.
 - Demonstrated exceptional problem-solving skills by independently resolving all technical challenges and ensuring the application's reliability and performance.
 - Delivered a user-friendly interface and a highly scalable architecture, significantly improving the printing process for car parts sellers.

Soft Skills

- Communication Skills
- Teamwork and Collaboration
- Problem-Solving Skills
- Time Management
- Adaptability
- Critical Thinking
- Dependability

Taqtile, Minsk
2024, Feb - 2024, May
Junior Android Developer

1. Development of AI-Enhanced Android Keyboard
 - Description: Development of an advanced Android keyboard based on the AOSP keyboard, incorporating AI features tailored for internal company services.
 - Achievements:
 - Engineered a speech recognition algorithm that outperforms Google's standard Android speech recognition in speed and accuracy.
 - Successfully integrated AI functionalities to enhance user experience and productivity.
2. Development of "Tiles" Game on Flutter
 - Description: Spearheaded the development of an engaging puzzle game using Flutter, focusing on improving and supporting legacy code.
 - Achievements:
 - Integrated a robust payment system to facilitate in-app purchases.
 - Enhanced the game's performance and user interface, ensuring a seamless user experience.
 - Despite the project remaining unfinished, demonstrated strong problem-solving skills and adaptability in a dynamic development environment.

Education

Belarusian State University
Faculty of Radiophysics and Computer Technologies
Department of Informatics and Computer Systems
Bachelor at Computer Security
2022-2026