

# Andrei Kabylin

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## EDUCATION

**BSc. Information Technology and Telecommunication Systems**

Novosibirsk, Russia | Jun 2016

SIBERIAN STATE UNIVERSITY OF TELECOMMUNICATIONS AND INFORMATION SCIENCES

## SKILLS

**Languages:** Russian - Native; English - C1; Japanese - N5; French - A1

**Programming:** Dart, Rust, C, C++, Swift, Kotlin, Java, Go

**Paradigms:** Object Oriented Design, Data Oriented Design, Reactive Programming, Functional Programming

**Mobile:** Flutter, Native Android, Swift UI, Firebase

**Frontend:** Angular, JavaScript, TypeScript, HTML/CSS

**Backend:** Django with Python, Java/Kotlin with Vert.X

**Technology:** Git, Nginx,  $\LaTeX$ , PostgreSQL

**Hobbies:** Snowboarding, Hiking, Playing guitar

## WORK EXPERIENCE

**J-NOVEL CLUB | MOBILE APPLICATION DEVELOPER (LEAD)**

USA (Remote, Contract) | Oct 2024 - Present

- Implement comic reader engine;
- Set up CI/CD to validate codebase and deploy iOS and Android applications.

**COMIKEY MEDIA INC. | MOBILE APPLICATION DEVELOPER (LEAD)**

USA (Remote) | Jan 2023 - Apr 2024

- Implemented new home page;
- Redesigned authentication to improve robustness;
- Developed a transaction system to ensure operation completion despite application closure or battery failure;
- Integrated in-app purchases with a transaction system to guarantee payments;
- Implemented guest user functionality;
- Created a transaction system for merging guest users with regular users;
- Wrote unit, golden, integration, and widget tests;
- Redesigned manga and webtoon reader, significantly improving performance and reliability;
- Enhanced episode unlocking functionality;
- Implemented advanced vertical scrolling for manga and webtoon reader;
- Developed proper interactive mode for reader (zoom, pan, etc.);
- Implemented debug services;
- Set up CI/CD to validate codebase and deploy iOS and Android applications.

**FINBLOX | MOBILE APPLICATION DEVELOPER**

Singapore (Remote) | May 2022 - Dec 2022

- Implemented deep linking;
- Developed coin swap feature;
- Improved pagination;
- Created launchpad buy token screen;
- Developed insights tabs;
- Implemented QR code authentication;
- Developed p2p create order functionality;
- Integrated Meld for token purchases;
- Updated settings page design;
- Contributed to finpool party implementation;
- Wrote unit, golden, integration, and widget tests.

**HOLLAND & BARRETT | MOBILE APPLICATION DEVELOPER**

London (Remote) | May 2021 – Jun 2022

- Continued work on a research project after Beyond 100 was acquired by H&B;
- Designed custom chart widgets with complex and beautiful animations;
- Served as Mobile Lead on a new project;
- Designed modular architecture to enable module reuse in different mobile applications without rewriting existing features.

**LLC BEYOND100 | MOBILE APPLICATION DEVELOPER**

London (Remote) | Oct 2020 – May 2021

- Worked on a research project to help people improve health, using **Flutter** for mobile application development;
- Enhanced debugging practices within the team;
- Designed debug services to facilitate config adjustment, log checking, and other important information for problem localization;
- Improved existing mobile application architecture to enhance robustness.

**LLC THE INVADERS | SOFTWARE ENGINEER**

Novosibirsk | Oct 2014 - Oct - 2020

- Developed **Android** applications using **Java**, **Kotlin**, and **Flutter**;
- Created backend **REST APIs** for various clients using **Python**, **Django**, **Java**, **Kotlin**, and **Vert.x**;
- Configured servers, **CI/CD**, and developed auto-deployment scripts.