

# Andrei Kabylin

[sys.int64@gmail.com](mailto:sys.int64@gmail.com) | [linkedin/sysint64](https://www.linkedin.com/in/sysint64) | [telegram/@sys\\_int64](https://t.me/sys_int64) | [github/sysint64](https://github.com/sysint64) | [andrei.kabylin.dev](https://andrei.kabylin.dev)

## 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 (IELTS 8); Japanese - N5

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

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

**Mobile:** Flutter, Native Android with Jetpack Compose, Swift UI

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

**Backend:** Django with Python

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

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

## WORK EXPERIENCE

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

USA (Remote) | Oct 2024 - Present

- Implement comic reader engine;
- Set up CI/CD to validate codebase and distribute iOS and Android applications to testers;
- Implement task orchestrator abstraction that helps schedule tasks that should be retried after failure and transactional persistent task e.g. to make sure payment successfully sent to the backend even if the app shutdown.
- Implement audiobook player which supports playback while app is open or in the background with native OS playback integration on lockscreen and casting to other devices.

**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 (In-House) | 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.