

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

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

WORK EXPERIENCE

COMIKEY MEDIA INC. | MOBILE APPLICATION DEVELOPER (LEAD)

USA (Remote) | Jan 2023 - Present

- Implemented new home page;
- Revamped authentication and made it more robust;
- Create transactions systems that allows to guarantee that operation will be finished even if application closed or mobile phone battery died;
- Applied new transactions to in app purchases to guarantee payments;
- Implemented guest user and applied transactions for merging guest user with regular user to guarantee data won't be lost;
- Completely revamped manga and webtoons reader to handle big comics and improve reliability; Added advanced vertical scrolling and proper interactive mode for reader (zoom, pan etc);
- Improvement unlocking episodes logic and UI;
- Create debug services from where you can enable and disable feature flags; Change application config; Test deeplinks etc.;
- Write unit, golden, integration and widget tests;
- Set up CI/CD to check validity of codebase and to deploy iOS and Android applications.

FINBLOX | MOBILE APPLICATION DEVELOPER

Singapore (Remote) | May 2022 – Dec 2022

- Implemented deep linking; coin swap feature; launchpad buy token screen; insights tabs; authentication using QR code; p2p create order;
- Improved pagination;
- Design cancelable operations framework;
- Integrated Meld to buy crypto tokens;
- Updated settings page UI design;
- Helped to implement finpool party feature;
- Write unit, golden, integration and widget tests.

HOLLAND & BARRETT | MOBILE APPLICATION DEVELOPER

London (Remote) | May 2021 – Jun 2022

- Beyond 100 was consumed by H&B and I continued to work on a research project;
- Designed custom charts widgets with complex and beautiful animation;
- Worked as a Mobile Lead on a new project;
- Designed modular architecture to make it possible to use modules in a different mobile application without rewriting an copying existings features.

LLC BEYOND100 | MOBILE APPLICATION DEVELOPER

London (Remote) | Oct 2020 – May 2021

- Worked on research project to help people improve health. Mobile application is written on **Flutter**;
- Improved debugging practices in a team;
- Designed debug services to help adjust configs, check different logs and other important information that can help localize problems.
- Improved existence mobile application architecture, to make applciation more rubust.

LLC THE INVADERS | SOFTWARE ENGINEER

Novosibirsk | Oct 2014 - Oct - 2020

- Development of **Android** applications using **Java**, **Kotlin** or **Flutter**;
- Development backend **REST API** for different clients using **Python**, **Django**, **Java**, **Kotlin**, **Vert.x**;
- Configuration servers, **CI/CD** and development auto deployment scripts.