Max Shemetov

Experienced Mobile & Web Developer

shemetov.career@gmail.com • +1 (775) 298-1961
linkedin.com/in/max-shemetov

Experienced and driven software engineer professional with expertise in developing and architecting cross-platform applications and user interfaces, harnessing the power of Flutter.

My strengths extend beyond individual contributions; I thrive in collaborative environments, working seamlessly with team members to achieve client needs and lead efforts to drive product objectives to success. My track record includes driving process improvements, designing and implementing efficient methods, and scaling solutions to meet evolving demands.

Areas of Expertise

- ◆ Cross-platform Development
- ◆ Android Development
- ◆ Web Development

- ◆ Application architecture
- ◆ Responsive design
- ◆ Clean code

- ◆ Unit & integration testing
- ◆ Firebase services
- ◆ CI/CD automation

Professional Experience

2022 – 2023

Siden

Frontend Team Member - Flutter Web Developer

- **Web Application Development:** Utilized Flutter and Node.js to create 3 responsive web applications for external customers and internal operations.
- **Cloud Function Development:** Developed 15 Cloud Functions in Node.js, enabling seamless interaction with Redshift DB and various APIs, both internal and third-party.
- **Responsive Design Expertise:** Implemented responsive web design strategies to optimize performance across diverse devices, including mobile, tablet, laptop, and desktop.
- **Efficient Deployment Management:** Maintained and optimized GitLab CI/CD pipelines, ensuring seamless and efficient deployment processes.
- **Technology Stack Maintenance:** Ensured project currency by consistently updating it with the latest versions of Flutter, Dart, and essential dependencies, staying at the forefront of technology advancements.
- **Collaborative Team Player:** Collaborated cross-functionally with PMs, Backend, QA, and Design teams to ensure product alignment with customer expectations and company milestones.

Technologies used: Flutter, Dart, BLoC, Provider, Firebase, Node.js, JavaScript, Git, GitLab CI/CD, ZendDesk API, RESTful API, auth0 API, Amazon Redshift, SQL, Jira

Educational Apps

2020 – 2022

Project Team Lead

- **Cross-Platform Language Learning App:** Led the development of a cross-platform language-learning application for Android and iOS using Flutter. The app featured an integrated offline speech recognition module powered by CMU Sphinx, immersive content, and an effective language-learning approach to enhance speaking, listening, and reading skills in multiple languages.
- **Multilingual Speech Recognition:** Successfully integrated the CMU Sphinx speech recognition engine written in C++, training and incorporating 9 language models for speech recognition, spanning English, Portuguese, Dutch, French, Italian, German, Spanish, Russian, and Japanese.

- **Text-to-Speech Integration:** Added support for Google TTS and AWS Polly services, offering high-quality text-to-speech functionality with multiple male and female voices for 9 languages.
- **Custom Dart Modules:** Developed 3 standalone Dart modules to enhance app functionality, including text-to-mp3 conversion and Firebase Storage upload, validation of materials, and mapping learning content to categories and lessons in Firebase Firestore and Firebase Storage.
- **Firebase Integration:** Seamlessly integrated Firebase services, including Firestore, Crashlytics, Analytics, Remote Config, Cloud Functions, App Distribution, and Storage, to enhance app performance and user experience.
- **Team Leadership and Modernization:** Managed a team of 3 Flutter developers and provided mentorship. Conducted code reviews and modernized the project's codebase, incorporating Dart 2 features like sound null safety and implementing various animations with complex transition effects.

Technologies used: Flutter, BLoC, Dart, Method and event channels, Firebase, Node.js, JavaScript, Git, GitLab, Codemagic CI/CD, Java, JNI, C++, Kotlin, Swift, CMU Sphinx, NoSQL, SQL, REST, YouTrack

Lamoda   2019 – 2019
Lead Android Engineer

- **Lead Developer:** Took the lead in developing the Lamoda E-commerce application. Provided crucial support to the Android engineering team in migrating the app's codebase to Kotlin.
- **Codebase Migration:** Successfully ported the Java codebase to modern Kotlin, incorporating Coroutines. Reduced the app's source codebase by nearly 20% and resolved over 15% of existing issues.
- **Architectural Modernization:** Transformed the app architecture by adopting modern AndroidX components. Extended app functionality while ensuring the project's architecture remained up-to-date.
- **Team Leadership:** Managed a dedicated Android team of 5 developers, facilitating collaboration and project execution.

Technologies used: Android Jetpack, Java, Kotlin, Kotlin Coroutines, MVVM, Git, Jenkins CI/CD

PSG   2014 – 2018
Android Software Engineer

- **E-Learning Product Line Development:** Developed an extensive E-Learning product line, comprising over 30 apps, including dictionaries, phrasebooks, encyclopedias, and school applications for renowned publishers such as Oxford, Cambridge, Britannica Encyclopedia, and more.
- **Unified Application Shell Implementation:** Implemented a unified application shell used by over 50 active apps on Google Play, catering to various stakeholders and marketing goals.
- **Efficient Module for Target Application Building:** Created an efficient module for building target applications based on specified criteria, enabling the company to generate branded applications for more than 20 stakeholders from a single codebase.
- **Automation and Lifecycle Enhancement:** Automated the manual app build, test, and deploy processes, significantly reducing manual labor and expediting the app lifecycle.
- **Marketing Campaign Support:** Implemented support for three targeting marketing campaigns: premium (paid), freemium (in-app purchases), and app activation with a serial code.
- **In-App Functionality and Optimization:** Enhanced user experience by integrating in-app purchases support for three app stores (Google Play, Galaxy Store, and Amazon Appstore) and implementing an in-app notifications feature for delivering special offers and promotions to users.

Technologies used: Android, Java, JNI, C++, In-app purchases, Multithreading, Subversion, Git, Team City, REST, JavaScript, HTML, CSS, SQLite, Content providers, Services, Broadcast receivers, AndroidX

City services
2013 – 2014

Android Developer

- **Android App for City Problem Reporting:** Developed an Android app for reporting and resolving city issues, such as non-working lighting, water pipe ruptures, and safety concerns.
- **User-Friendly Features:** Implemented features for users to report problems with photos, location details, and comments. Enabled real-time status updates and offline support. Integrated a chat with safety service support. Provided convenient Google account sign-in.
- **Geolocation and Mapping:** Incorporated geolocation and Google Maps for precise problem location display. Supported photo capture or attachment from the Gallery.

Mobile TeleSystems
2010 – 2013

Mobile Engineer

- **Android and J2ME App Development:** Developed a range of Android and J2ME applications for mobile network operator customers, including a branded application catalog and launcher, an instant messenger, a unit converter, and an email client.
- **Custom Mobile Operator Apps:** Designed apps exclusively for the mobile network operator's customers. Ensured that all applications were exempt from Internet traffic charges, providing cost-free access for users.