

# Ilya

## Senior Senior Android Engineer with WCAG experience

### SUMMARY

- Over 5 years of expertise as an Android developer specializing in Kotlin. Experienced in leading and collaborating with development teams to ensure successful project delivery.
  - Skilled in introducing new functionalities, transitioning projects from Java to Kotlin, and adhering to WCAG accessibility standards.
  - Proficient in software architecture, quality assurance, and agile methodologies. Also experienced in Java software engineering, web development, and instructional roles.
  - Comprehensive understanding of Android UI/UX principles, clean architecture, and a range of libraries and tools.
  - Solid proficiency in Java, Kotlin, RxJava, Coroutines, Android Jetpack, Firebase, REST APIs, and various development and debugging tools.
  - English proficiency at an upper-intermediate level.
- Available to start immediately.

### TECHNICAL SKILLS

<b>Main Technical Skills</b>	Java (6 yr.), Kotlin (3 yr.), Android (5 yr.)
<b>Programming Languages</b>	Java (6 yr.), JavaScript, Kotlin (3 yr.), PHP, Python, Threads
<b>UI Frameworks, Libraries, and Browsers</b>	Adaptive design (5 yr.), Material UI, Transitions
<b>Android Libraries and Tools</b>	Android Biometric Auth, Android Jetpack (3 yr.), Animated Vector Drawables, ARCore, Hilt, Koin, Kotlin (3 yr.), Retrofit (5 yr.), Room (Android Jetpack)
<b>Mobile Frameworks and Libraries</b>	Coil, Crashlytics, Dagger (3 yr.), Glide, Koin, Kotlin Coroutines (2 yr.), Navigation, Picasso, Push notifications, Timber (2 yr.)
<b>Java Libraries and Tools</b>	Dagger (3 yr.), RxJava
<b>Data Analysis and Visualization Technologies</b>	Appsflyer Analytics and, Mixpanel
<b>Databases &amp; Management Systems / ORM</b>	Firebase (5 yr.), PostgreSQL, Realm, SQL, SQLite

<b>Platforms</b>	Android (5 yr.), Firebase (5 yr.)
<b>Third Party Tools / IDEs / SDK / Services</b>	Android Jetpack (3 yr.), Appsflyer
<b>SDK / API and Integrations</b>	API, Facebook API, Facebook SDK, Kotlin Flow, RESTful API, Retrofit (5 yr.)
<b>Version Control</b>	BitBucket, Git, GitHub (5 yr.), Github Actions
<b>Mail / Network Protocols / Data transfer</b>	Bluetooth
<b>Methodologies, Paradigms and Patterns</b>	Clean Architecture, MVC (3 yr.), MVVM (3 yr.)
<b>Deployment, CI/CD &amp; Administration</b>	Gradle, Jenkins
<b>Project Management &amp; Administration</b>	MVP
<b>UI/UX/Wireframing</b>	UI/UX
<b>Other Technical Skills</b>	Architectures Components, Braze, Broadcasts, Build Types, Content Provider, Debugging tools (2 yr.), Environmental and Position sensors, Face and BarCode recognition, Fragments, Google In-app Purchases, Google material design guidelines (5 yr.), Google ML Kit, Google Play Console (5 yr.), Gradle scripts, Integrating CI/CD, Internal deeplinks, Java Servlet API, Java Socket, JsonMotion, Keystore, Leak Canary (2 yr.), MVI (Model-View-Intent), NFC, Niddler (2 yr.), Object Animations, Onelink, Profiler (2 yr.), ProGuard, R8, release and publishing, Voip/VideoIP using Sinch and Zoom, WCAG

## EXPERIENCE

### Android/Kotlin Engineer

2021 - 2023

#### Responsibilities:

- Tech support for existing projects
- Planning future sprints with POs
- Deliver tasks to the team
- Architecture and implementation of a new functionality
- Porting old projects from Java to Kotlin
- Adaptation of projects under WCAG
- Lead team of 5 Mid-devs



**Technologies:** Kotlin, MVVM, Firebase, Android, Coroutines, Jetpack, Dagger 2, Retrofit, Google Play Console, Github, Adaptive design, Google material design guidelines, Debugging tools

### **Android/Kotlin Engineer**

2021-2021

#### **Responsibilities:**

- Development of projects from scratch and their further support
- Communication with customers
- Architecture and prototyping projects

**Technologies:** Kotlin, MVVM, Firebase, Android, Jetpack, Dagger 2, Retrofit, Google Play Console, Github, Adaptive design, Google material design guidelines

### **Android/Kotlin Team Lead**

2020 - 2021

#### **Responsibilities:**

- Prototyping and development of projects of varying complexity
- Automation of work and business processes
- Quality control of developed payment modules (Google In-App etc)
- Maintain team progress through Jira
- Task distribution
- Improving team performance and key performance indicators

A team of 5 does not include me (4 juniors, 1 medium)

**Technologies:** Kotlin, Java, MVVM, Firebase, Android, Jetpack, Dagger 2, Retrofit, Google Play Console, Github, Adaptive design, Google material design guidelines

### **Java Engineer**

2020 - 2020

#### **Responsibilities:**

- Development of military software in Java programming language
- Office management in the IT sector of the company (Conclusion of contracts with suppliers, equipment performance monitoring)
- Ensuring data protection, designing and configuring a secure network within a corporation

**Technologies:** Java, Firebase, Google Play Console, Github, Adaptive design, Google material design guidelines



## **Android/Java Engineer**

2019 - 2020

### **Responsibilities:**

- Refinement of existing projects
- Refactoring existing projects
- Development of projects of varying complexity from scratch

**Technologies:** Kotlin, Java, Firebase, Android, Google Play Console, Github, Adaptive design, Google material design guidelines

## **Java/Python Professor**

2018 - 2018

### **Responsibilities:**

- Development of training plans
- Keeping track of student progress
- Conducting classes with students

**Technologies:** Java, Python

## **Full Stack Engineer**

2017 - 2018

### **Responsibilities:**

- Development and refinement of web resources, website, and databases of the company

