

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

Main Technical Skills	Java (6 yr.), Kotlin (3 yr.), Android (5 yr.)
Programming Languages	Java (6 yr.), JavaScript, Kotlin (3 yr.), PHP, Python, Threads
Android Libraries and Tools	Android Biometric Auth, Android Jetpack (3 yr.), Animated Vector Drawables, ARCore, Hilt, Koin, Kotlin (3 yr.), Retrofit (5 yr.), Room (Android Jetpack)
Mobile Frameworks and Libraries	Coil, Crashlytics, Dagger (3 yr.), Glide, Koin, Kotlin Coroutines (2 yr.), Navigation, Picasso, Push notifications, Timber (2 yr.)
Java Libraries and Tools	Dagger (3 yr.), RxJava
Data Analysis and Visualization Technologies	Appsflyer Analytics and, Mixpanel
Databases & Management Systems / ORM	Firebase (5 yr.), PostgreSQL, Realm, SQL, SQLite
UI Frameworks, Libraries, and Browsers	Adaptive design (5 yr.), Material UI, Transitions
Platforms	Android (5 yr.), Firebase (5 yr.)
Third Party Tools / IDEs / SDK / Services	Android Jetpack (3 yr.), Appsflyer
SDK / API and Integrations	API, Facebook API, Facebook SDK, Kotlin Flow, RESTful API, Retrofit (5 yr.)
Version Control	BitBucket, Git, GitHub (5 yr.), Github Actions

Mail / Network Protocols / Data transfer	Bluetooth
Methodologies, Paradigms and Patterns	Clean Architecture, MVC (3 yr.), MVVM (3 yr.)
Deployment, CI/CD & Administration	Gradle, Jenkins
Project Management & Administration	MVP
UI/UX/Wireframing	UI/UX
Other Technical Skills	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/Korlin 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/Korlin 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

