

# Ilya

## 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.

### SKILLS

<b>Main Technical Skills</b>	Java (6 yr.), Kotlin (3 yr.), Android (5 yr.)
<b>Programming Languages</b>	JavaScript, PHP, Python
<b>Mobile Frameworks and Libraries</b>	Coil, Crashlytics, Dagger (3 yr.), Glide, Koin, Kotlin Coroutines (2 yr.), Picasso, Retrofit (5 yr.), Timber (2 yr.)
<b>Java Frameworks and Libraries</b>	Dagger (3 yr.), RxJava
<b>UI Frameworks, Libraries, and Browsers</b>	Material UI
<b>Databases &amp; Management Systems / ORM</b>	Firebase (5 yr.), PostgreSQL, Realm, SQL, SQLite
<b>Android Libraries and Tools</b>	Android Jetpack (3 yr.), Hilt, Koin, Room (Android Jetpack)
<b>Third Party Tools / IDEs / SDK / Services</b>	Android Jetpack (3 yr.), Facebook SDK
<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 (Model-view-controller pattern) (3 yr.), MVVM (3 yr.)
<b>Platforms</b>	Firebase (5 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>	Adaptive design (5 yr.), Android Biometric Auth, and subscriptions, Animated Vector Drawables, Appsflyer, Appsflyer Analytics and, Architectures Components, ARCore, Braze, Broadcasts, Build Types, Content Provider, Debugging tools (2 yr.), Environmental and Position sensors, Face and BarCode recognition, Fragments, Google, 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.), Mixpanel, MVI (Model-View-Intent), Navigation, NFC, Niddler (2 yr.), Object Animations, Onelink, Profiler (2 yr.), ProGuard, Push notifications, R8, release and publishing, Threads, Transitions, 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/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

