

Volodymyr K.

Senior Android Developer

SUMMARY

- 12 years of commercial experience in IT - Experience in developing applications using Kotlin, Java - Excellent knowledge of OOP - Experience in using Design patterns (MVVM, MVI, MVP) - Experience in using SQL/NoSQL databases - Good logical thinking, hard-working, self-learning, result oriented - Good attention to details. - Upper-Intermediate English - Availability starting from ASAP

TECHNICAL SKILLS

Main Technical Skills	Android
Programming Languages	C, C++, Java, JavaScript, Kotlin, Python
Android Libraries and Tools	Android SDK, Kotlin
Databases & Management Systems / ORM	Firebase, Firebase Realtime Database
UI Frameworks, Libraries, and Browsers	Material UI
Google Cloud Platform	Firebase Realtime Database
Platforms	Android, Firebase
SDK / API and Integrations	Android SDK
Third Party Tools / IDEs / SDK / Services	Android SDK
Collaboration, Task & Issue Tracking	Atlassian Trello, Jira, Redmine
Methodologies, Paradigms and Patterns	Clean Architecture, Design patterns, Kanban, MVC, MVVM, Scrum, Waterfall
Version Control	Git, SVN
Operating Systems	Linux, macOS, Windows
Project Management & Administration	MVP

EXPERIENCE

Android Developer

January 2021 - Present

Android Developer, IDAP Group

May 2015 - December 2020

Android Developer, IT Company

January 2011 - April 2015

PROJECTS

Team-Lead Android developer

Jan 2023 – Jul 2023

Description: The Android App for Hot Desking solution. The app is running on the specific devices with Android OS that are located directly on the open-space office desks and allow to reserve the desk for a particular period of time. This solution is developed for office owners that want not to pay extra money for having personal desks for every team member but prefer "Hot Desking" - sharing the desk between members. The device has a very bad performance, so it was a challenging task to build responsive UI

Responsibilities:

- Development of new features, writing Unit Tests, code refactoring, code review.

Technologies: JetPack compose, Kotlin, Coroutiens, Flow, Hilt, RoomDb, Mockito, MockK

Team-Lead Android developer

Jan 2022 - Jan 2023

Description: Android client for rendering server-generated UI using Jetpack Compose

Responsibilities:

- Code review, work on new functionality, new features, fixing old bugs/refactoring.
- Testing your own features, documenting test plans. Working with WebSockets

Technologies: Server-driven UI, Jetpack Compose, Hilt, Kotlin Coroutines, Flow

Febr 2019 - Jan 2022

Description: An instant messaging application that allows users to send text messages, voice messages and video calling.

Responsibilities:

- Feature development, bug fixing, PR review, supporting team members, features investigation, refactoring

Technologies: Kotlin, RxJava, RxBinding, Coroutines API, Dagger2, POEditor, Jisi-Meet, Linphone SDK, SQLite, Room, OkHttp, Retrofit, Glide, Gson, Huawei Mobile Services, Mixpanel, Crashlytics, Lottie



Team-Lead Android developer

Jan 2018 - Febr 2019

Description: An application for memorial trust. In application you can watch video, news and donate.

Responsibilities:

- Work from scratch, work on new functionality, new features, refactoring.
- Work with Google Maps (custom tiles), media player, compass, camera.
- Fixing general maintenance errors. Using microservices.

Technologies: Kotlin, MVI, Coroutines with Flow, Dagger2, Retrofit, ExoPlayer, Google Maps, Compass, Device Sensors

Team-Lead Android developer

Mar 2017 - Jan 2018

Description: Nutrition Tracker with ML (server-side) for food recognition. The user has ability to take a photo of the food and get the calories count for one oz of the dish. Has nutrition calendar. In the future fitness activity tracking will be added.

Responsibilities:

- Project from scratch, search for effective technical solutions, new large and deep features, long-term support and refactoring of own code, custom UI solutions.

Technologies: Kotlin, MVI (Redux), RxJava2, Dagger2, Retrofit, Animations

Android developer

Jul 2016 - Febr 2017

Description: Classical music live streaming services. Both of the apps has the same shared codebase and differ with UI only.

Responsibilities:

- Adaptation of Android Media App Architecture, development of new functionality, support and refactoring, fixing old bugs, Android adaptation for cars.

Technologies: ExoPlayer, Android Media App Architecture, Media Session, Web Sockets

Android Team Lead

Apr 2015 - Jan 2016

Description: Live Me clone. The app was inspired by Live Me platform, and allowed users to create one-to-many and many-to-many video broadcasting seances. Uses WebRTC technology as a streaming platform and Firebase Realitme Database as a backend.

Responsibilities:

- Working with Networking, Firebase, Repositories, Clean Architecture, etc.

Technologies: Kotlin, RxJava2, Dagger, MVP, Jackson, Retrofit, Flashphoner SDK, Wowza SDK, WebRTC, Firebase Realitme Database

Android developer

Sept 2014 - Febr 2015

Description: End-User marketplace. Users could to publish announcements, and other users could find them and get in touch with the author. The app contained chat, complicated UI



with animations and long lists

Responsibilities:

- Redesign of the app with new material design principles

Technologies: Java, RxJava2, Dagger, MVP, Jackson, Retrofit

Android developer

Apr 2014 – Sept 2014

Description: Another news client for customers from Germany. Included client for Android Wear

Responsibilities:

- Developing new functionality (UI changes, microservice functionality, database stored procedures).
- Testing of own features, documenting test plans. General maintenance bug fixes. Using microservice architecture

Technologies: Java, Volley, Android Animations, XML, Google Analytics, Android Wear

Android developer

Jan 2014 - Apr 2014

Description: NWZ allows users to get news, pictures and videos from Oldenburg, Our company made the second version of the app in 2016.

Responsibilities:

- Developing new functionality (UI changes, microservice functionality, database stored procedures).
- Testing of own features, documenting test plans. General maintenance bug fixes. Using microservice architecture

Technologies: Java, Volley, Android Animations, Vertical View Pager, Jackson, Google Analytics

Android developer

Dec 2013 - Feb 2014

Description: Online music streaming service that allows you to listen to several radio stations with classical music. The scope of work: Rewriting existing app architecture to match the requirements of "Media App Architecture". The main goal of the app redesign was to make it working smoothly on Android Auto. The app must be able to provide a full media interface to Android Auto, including responding on voice command to manage the playing flow, switching radio stations, etc.

Responsibilities:

- Writing code, code review, testing on the emulator and real device, including car with Android Auto

Technologies: Kotlin, Coroutines, Flow, Services, Media Session/Media controller, Android Auto, Chromecast integration

Android developer

May 2013 – Dec 2013

Description: Another news client for customers from Germany. Included client for Android



Wear

Responsibilities:

- Developing new functionality, testing of own features, documenting test plans.
- General maintenance bug fixes.
- Using microservice architecture

Technologies: Volley Library, Jackson, Parse

Android developer

Jul 2012 - May 2013

Description: Simple Home screen calendar widget with only one function – it shows itself, allowing users to switch between months and see dates without even opening the app. Has about 300K downloads in total. Was inspired by my little daughter and published on Play Market on early 2012.

Responsibilities:

- Developing new functionality (UI changes, microservice functionality, database stored procedures).
- Testing of own features, documenting test plans.

Technologies: Android Home screen Widgets

Android developer

Sept 2011 – Jun 2012

Description: The next generation of previous successful solution for shift workers, that users cloud-based technologies. Still being in the active development stage.

Responsibilities:

- Developing new functionality (UI changes, microservice functionality, database stored procedures).
- Testing of own features, documenting test plans. General maintenance bug fixes. Using microservice architecture

Technologies: Kotlin, Firebase (Realtime Database, Firestore, Cloud Functions, Analytics, Cloud Messaging, In-App messaging, Remote Config), RxJava (now migrating to the coroutines), Dagger2 (no migrating to the Hilt)

Android developer

Jan 2011 - Aug 2011

Description: This application allows users to create and monitor their working shifts. Users are able to see their schedules on home screen widgets, export them to Google Calendar, PDF or Excel. Also, it is possible to set alarm clock for any desirable shift. Has more than 500K installs on Play Market and about 60K active users for now.

Responsibilities:

- Developing new functionality (UI changes, microservice functionality, database stored procedures).

Technologies: Java, Content Providers, Android Homescreen Widgets, Alarm Manager, SQLite.



EDUCATION

NMetAU, Motor Control Systems and Automation, Kryvyj Rih.
Bachelor`s of electricity, Motor Control Systems
1997 – 2002

NMetAU, Motor Control Systems and Automation, Kryvyj Rih.
Specialist of electricity, Motor Control Systems
2002 - 2003

NMetAU, Motor Control Systems and Automation, Kryvyj Rih.
Master of electricity, Motor Control Systems
2004 -2006

