Yevhen K
Expert Senior Mobile Developer

SUMMARY

- Mobile software developer with over 15 years of extensive experience in designing, architecting, and developing mobile applications for Android and iOS platforms using Flutter, Kotlin, Java, and React Native. - Skilled in Clean Architecture, cross-platform solutions, and native development. - Proven track record of leading mobile development teams for fintech, investment, and subscription-based platforms. - Expertise in overseeing end-to-end project execution, including architecture design, feature implementation, testing, and delivery. - Proficient in building SDKs for hardware sensors, smartwatches, and other devices, with capabilities such as BLE communication, data parsing, OpenCV integration, and real-time data synchronization. - Specialized in developing healthcare and assistive communication applications with features like speech-to-text, word prediction, handwriting recognition, and customizable UI/UX for individuals with disabilities. - Experience in building interactive games for Android devices and smartwatches using frameworks like libGDX and AndEngine, with added functionality for integrating external sensors. - Strong expertise in optimizing application UI/UX, working with images and video streams, and enhancing application performance through efficient coding practices. - Skilled in integrating cloud services (AWS, Dropbox API, Parse) and building backend solutions for data storage, synchronization, and real-time updates. - Hands-on experience in implementing automated testing, improving code quality, and ensuring seamless application performance across devices.

TECHNICAL SKILLS

Main Technical Skills	Flutter (5 yr.), Java (15 yr.), Kotlin (5 yr.)
Programming Languages	Java (15 yr.), Kotlin (5 yr.), Objective-C (1 yr.), Python (2 yr.)
Ruby Libraries and Tools	active admin
Android Libraries and Tools	Android APIs (15 yr.), Android NDK (2 yr.), Kotlin (5 yr.), Retrofit (5 yr.)
Mobile Frameworks and Libraries	BLE, Flutter (5 yr.)
Java Libraries and Tools	JSON, RxJava2 (5 yr.)
JavaScript Libraries and Tools	Mobx, React Native (1 yr.)
JavaScript Frameworks	Node.js (5 yr.)
AI & Machine Learning	OpenCV (5 yr.)
.NET Platform	WPF (2 yr.)
Databases & Management Systems / ORM	Realm (2 yr.), SQLite (5 yr.)

Cloud Platforms, Services & Computing	AWS (2 yr.)
SDK / API and Integrations	Android APIs (15 yr.), Blackberry SDK (1 yr.), Dropbox API, Facebook Auth (4 yr.), Retrofit (5 yr.), Winforms (2 yr.)
Version Control	BitBucket
Third Party Tools / IDEs / SDK / Services	Blackberry SDK (1 yr.), Eclipse (1 yr.), Microsoft Visual Studio Code (2 yr.), Qt Creator (2 yr.)
Codecs & Media Containers	Ffmpeg, H.263, H.264/AVC
Operating Systems	iOS (5 yr.)
Web/App Servers, Middleware	JBoss
Deployment, CI/CD & Administration	Jenkins (3 yr.)
Project Management & Administration	MVP (2 yr.)
File Systems, Storage	OneDrive
Mail / Network Protocols / Data transfer	RTP, RTSP
Platforms	Unity (1 yr.)
Other Technical Skills	libGDX (1 yr.), PySide (2 yr.), Unreal Engine (1 yr.)

WORK EXPERIENCE

Senior Mobile developer, Locals.com

May 2022 — Sep 2024

Description: Locals is a subscription-based community platform for independent creators. Where you can get intimate access to the people and ideas you care about.

Responsibilities: Application support, architecture redesign, automation testing, quality improvement, implementing new features, and updating application design.

Technologies: Flutter, Android, iOS, Kotlin, Java, Android Studio, Xcode.

Architecture and application development. Team lead of mobile team - Neobank solution

Nov 2021 — Jan 2023

Description: A Neobank platform that provides financial operations with accounts, cards, and cryptocurrencies.

Responsibilities: Building Flutter application from scratch, testing and delivery

Technologies: Android, iOS, Flutter, Kotlin, Java, Android Studio, XCode, Isar, MobX, Clean Architecture.

Architecture and application development. Team lead of mobile teem - Investment platform

Jun 2021 — May 2022

Description: An investment platform that allows you to buy and sell stocks and cryptocurrencies.

Responsibilities: Building Flutter application from scratch, testing and delivery

Technologies: Android, iOS, Flutter, Kotlin, Java, Android Studio, XCode, SQLite, Jenkins

Senior Mobile Developer - Clever Unit

Apr 2021 — Nov 2021

Description: Convenient mobile application for landlords and tenants.

Responsibilities: Building Flutter application from scratch, testing and delivery

Technologies: Android, iOS, Flutter, Kotlin, Java, Android Studio, XCode, SQLite.

Sep 2020 — Jun 2021 Fintech solution

Description: Internet banking solution.

Role: Developing and supporting mobile solutions.

Responsibilities: Add new functional, increase code qualities, test and delivery

Technologies: Android, iOS, Kotlin, Java, Android Studio, Jenkins, Node.js

Architecture and application development - InSyncNow

Apr 2020 — Nov 2020

Description: InSyncNow is an educational service for online educators, trainers, tutors, online schools, and consultants and an educational platform for those wishing to study online or remotely.

Responsibilities: Building Flutter application from scratch, testing and delivery

Technologies: Android, iOS, Flutter, Kotlin, Java, Android Studio, XCode, SQLite.

Architecture and application development - AILA – English learning solution for kids

Sep 2019 — Apr 2020

Description: This complex solution for learning English consists of 3 parts: an Android device that is a toy for kids, an application for parents to control toy, and a server (AWS) for providing and collecting data.

Responsibilities: Building Android application for toy and integration with AWS. Building Flutter application for parent and integration with AWS. Extending of AWS functional.

Technologies: Android, iOS, Flutter, Kotlin, Java, AWS, Node.js, Android Studio, XCode, SQLite

Integration native (Android/iOS) - Predictable 6 - Healthcare solution for easy communication with people with disabilities

Sep 2019 — Apr 2020

Description: The application is intended for people with disabilities (but not only for them) to help them with communication. The application helps say something and type some message in an easy way.

Responsibilities: The application implements the function of speech text, word prediction, and handwriting recognition.

Also, the application supports a wide specter of UI settings: colors, sizes, text styles and font. A lot of things for tuning of app for each user. Also supported phone and tablet devices that implement enough different UI and usage flow.

Technologies: ReactNative, Android, iOS, Java, Objective C, Android Studio, XCode, SQLite.

Service navigation tool

May 2019 — Dec 2019

Description: Tool for servicing of navigators**.**

Responsibilities: Migrate application stack from QT4/PySide to QT5/PySide2

Technologies: Python, Visual Studio Code, QT, PySide.

Architecting and developing SDK - Ring scanner

Nov 2018 — Dec 2019

Description: Preparing SDK to read and parse data from the ring: something like a barcode.

Responsibilities: Implements algorithm to read/parse data from the ring via OpenCV

Technologies: Android, Java, OpenCV, Android Studio.

VocaTempo - Healthcare

Jul 2018 — Nov 2018

Description: VocaTempo is the world's first voice input augmentative and alternative communication (AAC) app. It is designed for people with dysarthria and allows them to use voice commands to speak phrases.

Responsibilities: Building applications from scratch. Integration with native lib for learning voice functionality.

Technologies: Android, Java, NDK, Android Studio, RxJava, Retrofit, SQLite, MVP.

Architecting and developing application - Predictable 5 - Healthcare

Jan 2018 — Jul 2018

Description: The application is intended for people with disabilities (but not only for them) to help them with communication. The application helps say something and type some message in an easy way.

Responsibilities: The application implements the function of speech text, word prediction, and handwriting recognition.

Also, the application supports a wide specter of UI settings: colors, sizes, text styles, and font. A lot of things for tuning of app for each user. Also supports phone and tablet devices that implement enough different UI and usage flow.

Technologies: Android, Java, Android Studio, RxJava, Retrofit, SQLite, MVP.

Architecting and developing application - Car launcher

Jun 2016 — Jun 2018

Description: Launcher for Android car monitors/dashboards

Responsibilities: Implement application UI, and integration with Android system preferences.

Technologies: Android, Java, Android Studio.

Architecting and developing application - 3D scanner

Apr 2018 — Jun 2018

Description: Building 3d objects from stereo video.

Responsibilities: Parsing video stream, building deep maps, building 3d objects.

Technologies: Android, Java, Android Studio.

Architecting and developing application - Healthcare solution for assessment of children

Mar 2017 — Dec 2019

Description: The application is intended to test children to detect some physical and physical disabilities.

Responsibilities: Design and develop applications intended for the assessment of children for existing physical and psychological disabilities. During the assessment, the child passes several simple tests in the form of a game. The application collects data about child activity and info from sensors.

Technologies: Android, Java, Android Studio, RxJava, Retrofit, Realm, OpenCV.

Architecting and developing SDK and application - Hardware sensors SDK

Jun 2017 — Sep 2017

Description: Preparing SDK and demo application for a stack of hardware sensors that measure: distance, a heat map and etc.

Responsibilities: Implementing SDK that reads data from hardware sensor via USB connection. Implements algorithm to detect different events based on collected data.

Technologies: Android, Java, Android Studio.

Architecting and developing SDK - Eye detect SDK for Android Application

Mar 2017 — May 2017

Description: SDK should detect the position of the eye on the screen and provide coordinates.

Responsibilities: Development of the solution that allows detect in which area of the screen gaze. Detection of face, eye, and gaze using OpenCV.

Technologies: Android, Java, AndroidStudio, RxJava, OpenCV, NDK

Architecting and developing a whole application - Sensor Android Application

Nov 2016 — Feb 2017

Description: Application intended to control fitness/medical devices. Connect to the device via Bluetooth, start/stop some procedures, collect measure data, and send to the cloud.

Responsibilities: Implementing UI of the application. Communicate with the sensor via BLE. Upload data from the sensor to the cloud.

Technologies: Android, Java, AndroidStudio, Ble, RxJava, DropBox API, OneDrive API.

Architecting and developing game - Smart Watch Game Android

Nov 2016 — Dec 2016

Description: This small game for smartwatches where some entity flies in space and collects some artifacts.

Responsibilities: Implementing the game using the libGDX framework and porting this game to Unity. Communicating with external sensors to control game players.

Technologies: Android, Java, AndroidStudio, libGDX + Unity (ported to Unity).

Architecting and developing SDK - Smart Watch Sensor Android

Nov 2016 — Dec 2016

Description: The solution is intended to integrate a smart watch with a hardware ultrasound sensor.

Responsibilities: Provide SDK for communicating with ultrasound sensor via UART port.

Technologies: Android, Java, Android Studio, NDK.

Developing application - Loyalty Card Manager Android Application

Jan 2015 — Jul 2016

Description: Solution for managing and usage of loyalty cards.

Responsibilities: Improve application UI, and optimization working with images and network requests.

Technologies: Android, Java, AndroidStudio.

Architecting and developing application - FrazeFrame Android Application

Oct 2016 — Dec 2016

Description: Frazeframe is a social media photo competition. Competitions created are designed to target specific communities whereby user profiles have a dominant common thread. The goal is that this common thread will create a greater level of engagement with individuals who may or may not know each other at the start of the competition. Frazeframe provides users with a unique way to show off their photos and receive rewards for doing so.

Responsibilities: Design and development of the application UI, communication with cloud (Parse).

Technologies: Android, Java, Android Studio, Parse, RxJava, Retrofit, Picasa.

Architecting and developing application - Ajda Android Application

May 2016 — Nov 2016

Description: Application is a social network intended to find a suitable leisure in a good company and to plan activities with your friends.

Responsibilities: Design and development of the application UI, and communication with the cloud. Implement chatting functionality.

Technologies: Android, Java, Android Studio.

Architecting and developing a whole application - Essential Accessibility Android Application

Oct 2015 — Jan 2016

Description: Android applications help people with physical disabilities use a smartphone.

The user with the help of the head can control the cursor (similar of the PC mouse) on the screen of smartphone and do next actions: tap, scroll, swipe. Also user have easy access to general Android system action such as: Back, Home, Tasks, Voice control.

Responsibilities:

• Design and development of the application UI

• Face detections using OpenCV and Android API

• Image processing using OpenCV

• Android Events injections.

• There were applied various mathematical algorithms (eg Kalman) for smoothing the cursor

Technologies: Android, Java, AndroidStudio.

UI developer and architect - SIMO Android Application

Jul 2015 — Dec 2015

Description: The application uses the technology as an additional reality. This gives you the opportunity to revive the image: banners, posters, coupons, newspapers and much more.

Responsibilities:

• Design and development of the application UI

• Optimization working with camera stream and rendering

Technologies: Android, Java, Eclipse

UI developer and architect - WathLater Android Application

Feb 2015 — Dec 2015

Description: The application allows downloading video from YouTube in different quality and watching it offline without internet connection. Also possible convert any video to mp3 format.

Responsibilities: Design and development of the application UI. Parsing Youtube format for fetch link to the video. Convert video to MP3.

Technologies: Android, Java, AndroidStudio.

UI developer - Smart Pen

Oct 2014 — Sep 2015

Description: Android application works in conjunction with Smart Pen. So, can take notes and receive data in real time on the screen. Also, application stored graphic data, photo and voice which obtain from Smart Pen.

Responsibilities:

• Design and development of the application UI

• Optimization working with images

• Working with voice

Technologies: Android, Java, AndroidStudio.

UI developer and architect - Panic Button Application

Sep 2014 — Oct 2014

Description: The application collects various date such as GPS coordinates, coordinates on the map, photo, video, voice. This data save on the device and should send via SMS, E-mail or synchronize with a DropBox account.

Responsibilities: Take photos, collection GPS, send to cloud

Technologies: Android, Java.

Architecting and developing application - Hanoi Towers Game

Mar 2014 — Aug 2014

Description: A popular puzzle game came from the nineteenth century. We will collect the pyramid of the figures of the same color and at the same time to use the least amount of moves. An interesting modification of the classical Towers of Hanoi task.

Responsibilities: Implementing game using AndEngine framework.

Technologies: Android, Java, AndEngine.

EDUCATION

- **Master of Applied Mathematics**
- Ivan Franko National University of Lviv
- **Bachelor of Science (B.Sc.) Honors Degree, in Telecommunications and Technical Engineering**
- L'viv Technical College