



Ivan T.

Senior Android Developer



Professional summary

Senior Android Engineer with 4+ years of solid experience in mobile development. Team and result oriented professional striving to create the best and useful product. Ivan is eager to share his experience with the colleagues and never stops gaining new expertise. Has strong communicative and leadership skills, high level of responsibility and creative mind.

Education	Tomsk State University of Control Systems and Radioelectronics BSc Computer-Aided Design
Github	https://github.com/dyvoker
Skills	Kotlin, Java Android Studio Android SDK, AndroidX, Jetpack Gradle, ProGuard Material Design GIT, GitLab, GitHub MVP, MVVM, Clean Architecture Firebase, Crashlytics OkHttp3, Retrofit2, REST API Fresco, Glide Coroutines Room, Kryo Dagger2, Koin Cicerone XML, JSON JUnit, Espresso + Kakao JIRA, SCRUM

Project	e-legion
	This is the app of one of the biggest Russian retail grocery store with the delivery service included
Period	Jul 2020– till present
Role	Senior Android developer
Technologies	Kotlin, MVVM, git submodules, Coroutines, Retrofit2, Koin, Espresso + Kakao, Cicerone, GitLab, Jira, App Center, CI/CD
Links	Pyaterochka (10+ million installations)
Responsibilities	
<ul style="list-style-type: none">• New features development• UI optimization• Animation creation• Developer's team supervision and mentoring• Architectural research (SharedViewModel + Koin, Interactor vs UseCases)• SDK Development• Team code review• QA teams collaboration• Integration testing performance	

Project	Drom.ru
	Several apps for auto retail industry with the possibility of auto history verification and traffic rules support provision for the new drivers
Period	Apr 2017– Jun 2020
Role	Android developer
Technologies	Java, MVP, Retrofit2, Room, Junit, Kryo, GitLab, Jira
Links	Drom auto (10+ million installations) Nomerogram (5+ million installations) Drom PDD (5+ million installations)

Responsibilities

- Vehicle registration certificates recognition development
- Drawing complex listings optimization on the canvas (from ~800ms to ~200ms)
- Car photos search development (by license plate, photo viewer)
- Analytics implementation for core features
- Developer's team supervision
- Caching system implementation to allow users to read all previous messages offline (using Kryo serialization)
- Pending message implementation with sending feature
- UI interface development with customization support
- Web sockets connection implementation
- Pending, cached and new messages sorting implementation by timestamp
- Internal framework development (contains service locator, permission helper classes (similar to new Google's API for permissions), the system for auto-saving and restoring data to/from a bundle when configuration changes, better Activity Result API)

Project	Connective Games LLC
Domain	Gambling
Period	Oct 2015 – Mar 2017
Role	Java developer
Technologies	Java, private framework
Responsibilities	
<ul style="list-style-type: none">• Server-side part development for slot machines (with the company's private framework)• Logic writing using specification (in English)• Tests writing (to check, that the slot machine returns a correct percentage of money)• Strategies of playing writing (for testing)	

Project	Mars Terraforming (own project)
Domain	Game
Period	2014
Role	Android developer
Technologies	Qt/C++
Links	Mars Terraforming

Responsibilities

- The complete development cycle performance
- 100.000+ installations