

# Vitalii

Senior Android mobile developer  
Kyiv, Ukraine



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## SUMMARY

More than 9 years of software engineering experience in three different companies, on 9 different projects, with strong knowledge in Java/Android and good written/spoken English. Have experience of working with customers on-site, spent 6 months in Mountain View, USA and 2 months in Suwon, Korea.

I am a team player, like to work on interesting and complex tasks and doing it right.

## SKILLS

- Android (Java/Kotlin)
- iOS (Objective-C, Swift, XCode, Cocoapods)
- React Native
- Java Back-end

## Libraries & tools

- RxJava/RxAndroid
- Dagger (2)
- Retrofit
- Architecture components (Room, Data Binding, Lifecycle)
- SQLite, MySQL, Realm
- Profiler, Traceview, LeakCanary
- JUnit, Espresso, Fastlane
- Jenkins
- git, svn, git-svn, Gitflow

## WORK EXPERIENCE

### Senior Android Engineer at INTELITY

02.2019 – till now

Support and add new functionality to mobile app for hotel guests and Mobile key SDK (iOS + Android)

Achievements:

- Ported Mobile key UI from old app to the new one
- Implemented React Native wrapper for Mobile key SDK + simple UI layer for it
- Bug fixes + small features for the SDK and the app

## Android Engineer/Senior Android Engineer at Lohika

09.2013 –

02.2019

Description of projects:

1. Sunstar GrindCare (<https://www.grindcare.com/global>)

Period: 09.2018 – 02.2019

Update existing app for the new Android version, add a few new features, code refactoring

Achievements:

- Fixed a lot of memory leaks and performance issues
- Implemented notification channels to support Android 8
- Refactored Bluetooth communication to use HandlerThread instead of Timers

2) SureSource Engage (<https://www.clinicalink.com/engage/>)

Period: 08.2016 – 06.2018

Support of SureSource Engage - web and mobile-based platform designed and built to improve the pharmaceutical clinical trial experience.

Achievements:

- Improved overall performance of the app
- Refactored model layer – moved all DB calls to background thread using RxJava
- Migrated date representations throughout the app from string to Joda Time
- Integrated permissions API
- Adopted app to comply with Android 8.0 limitations
- Added RTL support to the app
- Designed and implemented a tool (basically a UI test sequence) for localization verification using Espresso and Fastlane
- Implemented a few validators on the back-end side
- Setup Jenkins job to create signed Android release build there

3) Monster (<http://monster.com>)

Period: 10.2015 – 01.2016, 04.2016 – 07.2016

Implementation of the Military feeds reader app and Military transition app of Monster.com.

Can be found at <https://goo.gl/ghbpvJ> and <https://goo.gl/7oCFzy> (you need Google US account to install, or APK Mirror ☺)

Achievements:

- Designed and implemented feeds display (UI and model)
- Designed and implemented user onboarding flow
- Implemented few other UI screens (settings, about etc.)

4) Tango (<http://www.tango.me>)

Period: 08.2014 – 07.2015

Implementation and support of Tango Android client. Worked on-site at Tango office in Mountain View for 6 months total. Download link: <https://goo.gl/NozejK>

Achievements:

- Implemented new Channels UI
- Implemented new group chat setting/chat info screen UI
- Migrated billing API from v2 to v3
- Support of misc chat stuff
- Implemented Rooms UI (new feature, that replaced Channels)

#### 5) Schlage (Allegion) (<http://www.schlage.com>)

Period: 02.2014 – 08.2014

Developed an Android app that can manage locks, made by Allegion: update firmware, set lock properties, collect audit data etc. Also, app can access cloud service where users can store locks' firmwares and configurations.

Achievements:

- Implemented interaction with cloud service.
- Implemented core services to discover, flash and fetch/update lock's properties (and UI for that).
- Covered all responses and requests to/from lock with unit tests
- Designed and implemented database that securely stores available features of every supported lock (needed to build UI for lock configuration and for direct interaction with it)

#### 6) Rave SDK (<http://ravesocial.co>)

Period: 09.2013 – 12.2013

Developed an SDK, that provides ability for game developers to integrate their products with Facebook, Google+, Twitter. Supports leaderboards, achievements, gifts, gift requests, friends etc.

Provides ability to build custom cross-platform (Android, iOS) UI using basic XML and CSS.

Achievements:

- Performance optimization of the SDK

### **Android Engineer at S Health project, Samsung Ukraine R&D Center**

**11.2011 – 08.2013**

Description of project: S Health is health diary + step counter + temperature/humidity meter. Has ability to input data manually and using 3rd party health devices (BP meters, glucose meters, weight scales). All measure data was stored locally in DB. Food dishes data was grabbed from FatSecret online DB.

Achievements:

- Designed and implemented Period Flipper – class, which provides page-flipping functionality for health calendar. It supports four periods (day, week, month, year), loads data from DB according to current page's date;
- Lots of UI and layout implementation done;
- Support of the product after the initial release.

## **Junior Android and Java Engineer at Elan**

**11.2010 – 10.2011**

Description of projects:

- Android application for encrypted communication over Internet, using GOST 28147-89 as crypto algorithm;
- Port of the aforementioned app to Java SE;

Achievements:

- Designed and implemented a protocol to establish a connection between two mobile clients;
- Implemented GOST28147-89, XOR mode;
- Implemented an algorithm for computing the random binary sequences (Appendix A, DSTU 4145-2002);
- Designed and implemented a "proxy" server to establish a connection between the terminals, located behind NAT (as a standalone Java application).

## **EDUCATION**

2007 - 2013 - National Technical University of Ukraine "Kyiv Polytechnic Institute"  
Master in Research of feasibility of Linux random number generator

## **LANGUAGES**

English - upper intermediate