

Volodymyr Android Developer

I have 10 years of experience in software development for Android. I have a solid understanding and knowledge of project management, estimation, object-oriented design, and software engineering principles and concepts. Worked in all phases of the software development, including design, development, testing, and deployment. I have experience in the intergeneration of analytics and a strong knowledge of OOP/OOD/component design, design patterns, and relational databases.

EXPERIENCE

AppDev, Germany

Android Developer

December 2021 - now

Responsibilities:

- Integration of the modules for using the electronic health record into the apps of various private health insurance companies;
- Usage of a custom navigation framework; Implementation of a TAN procedure (NECT Ident);
- Implementation of a biometric login with fingerprint and facial recognition;
- In order to use the same code base in multiple apps, a modular architecture was implemented (white label);
- Unit Tests.

Tech Stack: Kotlin, MVVM, Coroutines, Stateflow, NECT Ident, Mokka, Firebase, Jenkins, Dependency Injection.

Valtech Mobility, Germany

Android Developer

May 2020 - December 2021

Android Project for one of the biggest German Auto Concern

Responsibilities:

- Direct communication with customers;
- Participation in SAFe planning days of the customer;
- Development of new features in the team in conjunction with UI and unit;
- Testing to be able to validate requirements;
- Maintenance of an existing monolith app;
- Rebuilding and structuring the app as a modularized app;
- Support of whitelabel capability of the app to build the same app with different colors and texts;
- Migration to AndroidX;
- Support of the release of the app by hot fixing;
- Implementation of Koin for Dependency Injection;
- Documented architecture and implementation for internal and external consumption.

Tech Stack: Kotlin, Microsoft Azure, Gradle, ViewBinding, Moshi

SKILLS

Kotlin, Java, C/C++, SQL, Android Studio, Svn, Git, Jenkins, MacOS, Microsoft Windows XP/7/8/10, Linux, Jira

LANGUAGES

English (Advanced)
German (Upper-intermediate)
Ukrainian (Native)

Internal Project for showing testing results between car modules

Responsibilities:

- Responsible for the main concept of an app;
- Design & implement new app modules based on the product requirements using Flutter framework;
- Provide and deliver the app to the test portal;
- Collaborate closely with the teams of UI/UX designers, PMs, QAs, and other developers;
- Integration of data storage solutions.

Tech Stack: Flutter, Dart, okHTTP, Flutter Widgets, BLoC, Jenkins

Zweidenker GmbH, Germany

Android Developer

November 2018 - May 2020

Mobile applications to rent bicycles and autos

Responsibilities:

- Working with the team as a mobile developer to review how new features will be implemented to make sure that they are consistent with the requirements;
- Responsible for developing and supporting white-label applications;
- Implementing UI testing with Espresso, Usage of Idling Resource, Condition Watcher;
- Implementing of unit tests;
- Usage of Koin for Dependency Injection;
- Building application based on MVVM Pattern;
- Applying consumer-driven contract testing tool;
- Writing Modularised Application;
- Working with Google Maps;
- Taking part in releasing applications;
- Work in the agile team, participating in PI planning.

Tech Stack: Kotlin, Java, Koin 1, 2, Gradle, Google Maps, Lottie Animations

Bosch Softtec, Germany

Android Developer

January 2018 - October 2018

Mobile navigation application

Responsibilities:

- Worked as part of a team to prepare an application for the first release version;
- Integrated solution for answering incoming messages by voice recognition;
- Migrated Java code to Kotlin;
- Developed service for recognition incoming messages from different messengers;
- Improved UI for more user understanding of available voice commands;
- Parsed navigation instructions from MapBox API.

Tech Stack: Android Studio, Java, Kotlin, DataBinding, Voice Recognition, Dagger 2.10, Gradle, MapBox

Perfectial, Ukraine

Android Developer

July 2016 - December 2017

Responsibilities:

- Contributed to the full mobile application development lifecycle from planning, requirement gathering, development, testing, and deliver to customers for beta testing;
- Designed and Implemented application architecture based on MVP Pattern and dependency injection (Dagger 2);
- Devised REST services based on Retrofit library with RxJava;
- Developed functionality to receive data from Amazon Web Services;
- Saved local data for supporting offline mode and synchronization between devices;
- Used Android NDK for implementing C++ library API to get a 3d model of the user body;
- Showed 3d Model of user body by OpenGL;
- Built UI for showing chart history with the possibility to edit measurements;
- Adherence to the Material Design principles;
- Implemented functionality for QR code scanning;
- Implemented the possibility to downloading data by FTP connection;
- Integrated Crashlytics framework;
- Wrote unit tests for mobile code and debugged critical application issues such as crashes, memory leaks, and concurrency problems;
- Tested code using Mockito library.

Tech Stack: Android Studio, Java, Retrofit, OkHttp, Gson, MVP Pattern, Dagger 2, RxJava, Retrolambda, SQLDelight, Mockito, LeackCannary, Robolectric, Gradle, Jenkins, BitBucket.

Large mobile project (Android) intended for gambling and betting shops.

Responsibilities:

- Managed tasks within the Agile framework, cleared Sprinted tasks, and controlled JIRA workflows;
- Worked with WebView, support communication by interception javascript functions;
- Created HTML content for presentation news for users;
- Built login and registration logic;
- Supported SOAP for communication with the server side;
- Integrated Google play services and Google Maps API V2;
- Optimized search for shops and showed it on Google Maps;
- Implemented clustering on the map with custom UI;
- Supported continuous integration by using Jenkins.

Tech Stack: Java, HTTP, JSON, Google Maps, Data Binding, Glide, EventBus, Retrofit, Gradle, Jenkins, BitBucket Pull Requests.



Lemberg Solutions, Ukraine

Android Developer

November 2013 - July 2016

Large mobile project (Android) intended to manage truck driver jobs.

Responsibilities:

- Created specific user interface (UI) for tablet;
- Performed testing on Physical device and the Android emulator;
- Integration of Analytics (Fabric, Crashlytics, Survey Monkey and Appsee).

Tech Stack: Android Studio, Java, HTTP, JSON, Mapbox, Gradle, Jenkins, BitBucket Pull Requests.

Small mobile project (Android) intended to show posts from Twitter/Instagram with clusters on a map.

Responsibilities:

- Implement UI features;
- Worked with Google Maps, clustering;
- Worked with grid view, bitmaps;
- Integrated Google Analytics;
- Social integration (Instagram, Twitter).

Tech Stack: Android Studio, Java, HTTP, JSON, Google Maps, MapBox, Gradle.

Development of a specific music player app for Android devices

Responsibilities:

- Created basic architecture for a project
- Designed the features for the database interface relevant for the mobile application from the existing system.
- Worked with the UI team to design the appropriate icon and display for the screens.
- Created handset specific user interface (UI) for mobile phones and tablets

Tech Stack: Eclipse, Java, HTTP, JSON, SQLite.

Thesis

Software Engineer

May 2013 - December 2013

Developing an app to control robot Robosapien V2 from Android devices

Responsibilities:

- Created concept for control robot from phone using gyroscope;
- Implemented gesture control;
- Integrated of Raspberry PI;
- Wrote login on Raspberry PI device on language C.

Tech Stack: Java, C

EDUCATION

National University of Lviv Polytechnic, *Master's Degree*

Project Management

2014-2015

National University of Lviv Polytechnic, *Master's Degree*

System Programming

Department: Institute of Computer Technology, Automation and Metrology

Honors degree.

2012-2013

National University of Lviv Polytechnic, *Bachelor's Degree*

Computer Engineering

Department: Institute of Computer Technology, Automation and Metrology

2008 - 2012