

Lebenslauf



Android Developer Maksym



Verfügbar: ab sofort

Kosten: 42 Euro/St

SKILLS

- Java
- Kotlin
- C++
- PL/SQL
- REST API
- Web Sockets
- Push Notification
- JSON
- XML
- Retrofit2
- OkHttp
- RDBMS, Room
- SQLite
- Oracle
- Firebase
- Google (login, analytics, map, places)
- CI/CD (TeamCity)
- RxJava
- RxAndroid
- Dagger Hilt, ViewBinding, Coroutines, Flows, Channels
- In-App Purchases (consumable, auto-renewable subscriptions)
- Blockchain, Child key derivation, BIP-44 spec,
- Decentralized identifiers
- SOLID, Android Design Principles Android Style Guide/Material Design, Architecture Components
- Fabric, Crashlytics, Google Analytics, OneSignal
- Firebase
- Custom Wi-Fi and Bluetooth low energy (BLE) hardware implementation.

EDUCATION

Engineers degree, computer systems and robotech
National Technical University of Ukraine
“Kyiv Polytechnic Institute”
2000 - 2006

LANGUAGES

English – Upper-Intermediate
Ukrainian – Native

EXPERIENCE

Company, Android Developer, February
2019 – *present*

Smart Lock App (IoT), application for managing custom locks using BLE connection. Handle multiple states (locked/unlocked/factory reset/calibration). Implemented Key exchange Auth. Encrypted data flow. Multiple user roles (owner/resident/guest) with different privileges. Background scanning and connection to devices.
Tech stack: Kotlin, Hilt, RoomDb, Jetpack Navigation Components, Retrofit, Multi-module app.

Club Catcher (IoT), Golf clubs monitoring app using BLE connection. Multiple running device connections (5+) at a time. Handling connect/reconnect events, different device characteristics (in use/not in use/battery). Java, Dagger, Navigation Components, Multi-threading, BLE.

GoGoBand - development of the native BLE module which integrated into the main app of a customer. Handle connection/reconnection to multiple devices from a configuration list (heart rate monitor, moisture sensor). Update device characteristics (write setup parameters, subscribe to notifications). Send sensors data to the main app module.
Tech stack: Java, BLE.

Development of the **Feed Expert App** (manage/prepare rations for farms, part of Smart Farm Feed Management System) from scratch to release on Google Play Market. Custom Wi-Fi hardware support, Sockets, Wi-Fi/3G connection switch, Push-notifications, offline-first mode (custom requests queue with internet availability checking), Room DB, Light/Dark theme, custom App activation, Fabric, Crashlytics;

Development of the **Smart Scale App** (incomes/outcomes scale system, part of Smart Farm Feed Management System) from scratch to release on Google Play Market. Custom Wi-Fi hardware support, Sockets, Wi-Fi/3G connection switch, Push-notifications, offline-first mode (custom

request queue with internet availability checking), Room DB, custom App activation, Fabric, Crashlytics;

Development and support **legacy code of the Indoor Navigation App.** Bluetooth technology, eddystone protocol, google maps for navigation, unity part for 3D visualization and indoor navigation. CI/CD. RoomDB for the offline mode app. Analytics (Firebase, Google Analytics, OneSignal, Fabric, Crashlytics);

Keyshare (digital wallet)

Description of the project: keyshare KeyShare App, application for managing keys (Elliptic Curve key-pair) and verified identity data (digital signature) for Decentralized Identifiers (DID). Elliptic curve key generation, seed phrase, child key derivation (BIP- 44 spec) was implemented. Camera required for Selfie and photo of the documents. Crop/Rotate/Flip image options available. DidComm messaging and Key exchange Auth was implemented. Encrypted data flow (JSON Web Signature/JWS). Background scanning and connection to devices (smart lock).

Role: Android developer

Team size: 3 android dev, 2 iOs dev, 2 back-end dev

Responsibilities on the project: Working from scratch, implement encryption, digital signing, custom UI, camera photo/images handling(selfie, documents), bluetooth low energy

Used technologies: Kotlin, Coroutines, Flow, Data Encryption (Elliptic curve key-pair), Blockchain, ProtoBuf, REST API, RoomDB, Hilt, Glide, custom UI elements, Material design, Jetpack navigation, Single-activity, MVVM, Clean arch, Multi-module gradle, bluetooth low energy, Firebase push-notifications, analytics;

Wide (Health)

Description of the project: In progress. application developed to improve the learning process for children with special needs. The previous program included visualizing the child's environment and visualizing the child around an object, with the child transitioning to the object. The application we are developing includes creating possible scenarios and visualizing information for staff, users, parents, and children. It also includes the ability to select pre-made scenarios for children. The program is being developed in the following environments:

Web: (PHP, Laravel, JS, React) - under development.

Mobile: Android Kotlin Compose - under development.

Mobile: iOS Swift - in description.

Server: AWS.

Penetration Test on production: passed. The main goal of the project is to create visualization of a specific scenario that shows the child (user) that if they perform a certain action (which is reproduced in animation), something positive will happen. After this, the child is given a task to reproduce the animation by selecting a specific item to move the object.

When the child repeats the animation on the device, they will receive a reward in the form of their favorite video.

Role: Android team lead

Team size: 2 android dev, 2 back-end/front-end dev

Responsibilities on the project: Working from scratch, architecture, research, code review, custom UI, camera photo/images handling(selfie, background photos).

Used technologies: Kotlin, Coroutines, Flow, REST API, RoomDB, Hilt, custom UI elements, Material design, Jetpack Compose UI, Single-activity, MVVM, Clean arch, Firebase analytics;

Polyscale panels

Description of the project: Internal client app. not published. Polyscale panels App (IoT), application for managing custom HD-panels using bluetooth connection. HC-05/HC-06 bluetooth modules have been used for communication. Users could set (upload) images or RGB color for different connected panels using the app. Multi-panel option required image splitting into rectangles and show a preview in the app. Uploading image part one by one as a row bytes. Was implemented multiple bluetooth states handling (scanning/ connected/ disconnected) and permissions.

Role: Android developer

Team size: 1 android dev

Responsibilities on the project: working from scratch, implement all features,

Used technologies: Kotlin, Coroutines, Flow, RoomDB, Hilt, Glide, custom UI elements, Material design, Jetpack navigation, Single-activity, MVVM, Clean arch, bluetooth low energy, Firebase analytics,

Project name: Sone (e-commerce)

Description of the project: E-commerce marketplace app. User creates a post with uploaded photos, description, price etc. Have ability to send/receive messages/question from other client. Photos could be from camera or gallery. Crop/Rotate/Flip image options available. Publication was disabled after some time. **Role:** android team lead

Team size: 2 android dev, 2 back-end/front-end dev **Responsibilities** on the project: Working on new features, code review, custom UI, camera photo/images handling(photo editing),

Used technologies: Java, Firebase auth, Firebase messaging, Firebase analytics, Retrofit, REST API, rxJava2, Jetpack navigation, MVVM, Clean arch, Picasso.

NodeAds, Android Developer April 2018 - January 2019

Developing and supporting **legacy code Hola messenger App** (custom Telegram client), video streams services using RTMP/RTSP/HLS on Android. Supporting native development in C/C++ and JNI. REST Api, Sockets, custom UI view.

Freelance, Android Developer, November
2017 - April 2018

MaklerGame - Android WEB game - Simulation of stock market (Java,
RxJava, Dagger, ButterKnife, Retrofit, WebView)

MoneyFlow - Android app for managing money spends/incomes with
auto parse SMS from the bank.

SUMMARY

Teamwork, self-organization, adaptability, patience, curious. Like horses,
ping-pong.

IHR ANSPRECHPARTNER



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