Akbolat Sadvakassov

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Summary

Professional Android Developer with problem solving skill with almost 7 years of expertise in Android Development(both Java and Kotlin)

In past:
- a year of experience in developing games and cross platform applications using UnrealEngine-4.15 and Unity-2018;
- two years of experience as a 3D artist at Steam Workshop(ZBruzh, 3DsMax, Topogun, Photoshop).

Github: https://github.com/iRYO400
StackOverFlow: https://stackoverflow.com/users/5153846/akbolat-sss

Experience

Android Lead Developer
VistaCreate
Sep 2022 - Apr 2023 (8 months)

Worked on cross platform graphic editor where user can create static or animated image or video using thousands templates for social networks. Then continue edit it on iOS/Android/Web. Was responsible for Android application by developing new features and refactoring existing code base. Directly was in-touch with iOS, backend and design team members.

Project stack: Kotlin, Android Jetpack (Compose, MVVM, Navigation, Paging, Room, WorkManager), etc. Multimodule application.
CI/CD with Gitlab
Dev process: Scrum.

Link: https://play.google.com/store/apps/details?id=com.dephotos.crello&hl=en&gl=US&pli=1

Android Senior Developer
VistaCreate
Oct 2021 - Apr 2023 (1 year 7 months)

Android Team Lead Developer
IT- компания ONE Technologies
Mar 2021 - Oct 2021 (8 months)

Working on Mobile Banking App
Link: https://play.google.com/store/apps/details?id=kz.forte.app.store&hl=ru&gl=US

Solving business tasks by implementing new features, fixing bugs, closing items from the tech-debt list and leading dev team of about 8 members.

Stack: Kotlin(Coroutines/Flow), Clean Arch, Jetpack Components(MVVM, Navigation, Paging, Room, WorkManager) and standard 3rd part libraries.
Dev process: had Scrum, now it's Kanban.
CI/CD with Gitlab.

Android Senior Developer
IT- компания ONE Technologies
Jul 2020 - Oct 2021 (1 year 4 months)

Android Developer
Telegram Messenger
Mar 2021 - Mar 2021 (1 month)

Participated in two rounds(2 week for each round) of Telegram Android Contest and took the 4th place in the 2nd round and got honorable mention in the 1st round.

Profile with source code: https://contest.com/user/Gentle-Crow

Android Middle Developer
Khan Group
Oct 2018 - Jun 2020 (1 year 9 months)

As an Android developer of the UMAG platform https://umag.kz/

Working on two Android apps:
1) Mobile client for customers. Project architecture is a mix of Android MVVM(Presentation layer) + Repository. Project is divided into feature-based gradle modules.

Stack: Java 8, AndroidX, Lifecycle, DataBinding, Material Design, Room, Retrofit2 + GSON. Code covered with Unit, Integration and UI tests using AndroidXJUnit4, Robolectric, Mockito, Espresso.

Link: https://play.google.com/store/apps/details?id=kz.umag.android

2) App for POS terminals. Currently development is in active stage. Architecture is based on testable/ scalable Clean Architecture(Domain + Data + Presentation). Presentation layer on Android MVVM.

Stack: Kotlin, Kotlin Coroutines, AndroidX, Lifecycle, DataBinding, Material Design, Room, Retrofit2 + GSON, Koin.

Android Developer
Freelance (Self employed)

Sep 2019 - Dec 2019 (4 months)

Made an MVP project with list of features:
- recording audio and video
- uploading and downloading audio/video
- playing media using ExoPlayer
- integration with Payment system - Paybox.money

Stack: Kotlin, Jetpack Components(MVVM, Navigation), Coroutines, CameraX API and ExoPlayer.

Link: https://play.google.com/store/apps/details?id=com.askme.android.client

Android Developer
AvtoVse.KZ
Feb 2018 - Aug 2018 (7 months)

Part of Android development team at AutoVse (https://autovse.kz/).

App for customers:
https://play.google.com/store/apps/details?id=smf.kupiavto&hl=ru
And for suppliers:
https://play.google.com/store/apps/details?id=smf.kupiavtoadmin&hl=ru

In both projects I was making refactoring, fixing bugs and developing new features, especially Anti-radar using Google Maps.

Stack: MVP, Kotlin, Room, Retrofit2 + GSON, RxJava2, Material Design, Google Maps.

Android Developer
Mars Studio inc.
Jul 2016 - May 2017 (11 months)

My first commercial experience. Developed two different apps.

First one is for betting company. App has REST based API calls and socket for chatting.
Stack: Java, MVP, Retrofit2, Smack API (for XMPP protocol), Facebook and VK APIs.

Second one is for biggest Mall in the city - GrandPark. App uses native Android SDK with Java and Unity Engine 5.6, both for Android and iOS. First used for a shopping guide, where user can query over all existing shops in the mall and check their details. Second for showing 3D version of the mall with intuitive gestures and routing to a concrete shop based on users location.
Stack: Java, MVVM+DataBinding, Retrofit, Unity Engine 5.6, C#, 3rd part asset for Http requests.

Development process was upon Slack, Trello, Bitbucket, Sketch/Photoshop.

Education

Almaty University of Power Engineering and Telecommunications

Bachelor's degree, Heat Power Engineering
2014 - 2018

Licenses & Certifications

Android Study (Compose Camp) - Google Developers Group
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Skills

Git • Android Development • Analytical Skills • Monitoring Performance • Communication • Written Communication • Code Review • Kotlin Coroutines • Android Jetpack • Design Patterns