

Elena

Android Developer/Mobile Engineer/Team Leader



Summary

As an experienced Developer with a substantial background in working for two major corporations with over 335,000 employees, I have a demonstrated success of optimizing efficiency, enhancing productivity and achieving successful outcomes in accordance with rigorous standards and the demands of the competitive environment. I am skilled in collaborating with cross-functional teams, prioritizing the application features to boost the customers involvement and loyalty.

Work Experience

Android Team Leader

Company: X5 Group (one of the largest and the most profitable retailers in Eastern Europe)

Project: <https://play.google.com/store/apps/details?id=ru.x5.perekrestok.darkstore>
July 2022 - June 2023

- Improved the efficiency and productivity of the mobile team by implementing Agile, Connect and set of KPIs for each member to determine their role and contribution, it reduced development cycle times by 20%.
- Spearheaded the adoption of new technologies to navigation, chat and search, resulting in a 40% reduction in time-to-market for new app features.
- Collaborated with infrastructure facilities(product managers, developers, designers, testers, support services, marketing) to define and prioritize app features, resulting in a 25% increase in user engagement and retention.
- Created a personal roadmap for each team member to grow the competency and controlled its execution and as a result, I was able to reformat the team's design more effectively.
- Deployed the actual releases in the app stores, directed surveillance of Firebase crashlytics and introduced the targeted feedback processing system, which allowed to raise the app rating by 30% in the stores.

Android Developer

Company: X5 Group

July 2021 - July 2022

- Designed and implemented complex, scalable and easy supported code architecture for the app, resulting in improved performance, reliability and maintainability.
- Executed various third-party integrations, such as payment gateways, social media, geo tracking and analytics tools to enhance app functionality and user experience.
- Based on the market research, I put into action the module for flexible advertising and brand distribution, which attracted interest from the sponsors and as a result, we were given a special grant of 450000€ to promote the new commercial direction.
- Optimized app performance and user engagement through continuous A/B and Unit testing, user feedback analysis and data-driven decision-making. That eventually led to the crash indicators have reduced and the retention rate has grown by 30% and achieved 4.8 stars review rating on Google Play Store and 4.7 on AppGallery as well as the percentage of the app downloads and updates.

Android/Flutter Developer

Company: VR-Medical Tech Centre (the startup related to scientific research)

Project: the service internal app that collects data and interprets it for technicians and scientists - compounds, molecules, results of chemical reactions.

March 2020 - March 2023

- Gradually introduced the Augmented Reality technology into the application structure to achieve more detailed multi-sided and multi-level visualization, which helped to reduce the number of incorrect interpretations on the part of the researcher in the end.
- Transferred the application from native to cross-platform on Flutter, which allowed us to expand the range of use and downgrade the cost of mobile development by 40%.
- Adapted the project for inclusion in the educational program for training personnel for the chemical industry.

Mobile Developer/Software Engineer

Company: Ecole 42 (the international programming school)

Projects: social network, messenger, games, educational portal, night vision system, walking tracker.
September 2019 - October 2022

- Created the applications with original effective features for different directions and purposes, which became the reference for creating standards in Ecole 42 system and led to expand the branch of mobile development.
- Organized a series of 12 inner hackathons, which made it possible to identify the weaknesses and needs of the mobile direction and determine the prospects for its progress.
- Established the set of the technical instructions to define the inner code standards and criteria for the further branch development.

Education

Mobile Developer/Software Engineer

Institution: Ecole 42

August 2019 - October 2022

Virtual Reality Engineer

Institution: University of London, Goldsmiths

March 2020 - May 2020

C-Structure Programming

Institution: University of California, Santa Cruz

April 2020 - June 2020

Data Engineer (Internship)

Institution: SberData

January 2021 - July 2021

Relevant Skills

The expert in the related tech stacks:

- Native development:
- Kotlin, Java, Android SDK, Jetpack Compose, Material Design, Koin, Dagger 2, Coroutines, Retrofit, Room, Realm, LiveData, Swift, RxJava, RxKotlin, RxSwift, Combine, deployment systems - Fastlane, Jenkins CI/CD, version control - Git.
- Cross-platform development:
- Dart, Flutter, JavaScript, React Native, Capacitor, Aura Components, Kotlin Multiplatform Mobile.
- Additional programming languages and OS:
- Python, C, C++, CSS, HTML, Assembler, Unix, Linux.
- Data associated:
- AB Initio, Hadoop, SQL, PostgreSQL, Transact-SQL, Redis, S3, Airflow.
- Testing:
- Mockito, Espresso, Unit and A/B testing, Appium, Robotium, Kobiton.
- Analytics:
- Firebase, Mindbox, AppsFlyer, TrustRadius.
- VR/AR technologies:
- Google VR SDK, Unity, Unreal Engine.
- Principles: SOLID, Clean Architecture.
- Patterns: REST/SOAP API, MVC/MVP/MVVM/Viper, all design patterns in development.