VITALI OLSHEVSKI

Software Engineer, Android Mobile Applications

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Developing Android apps since 2011: coding, architecting, refactoring, testing, optimizing, prototyping and building UI/UX. Jetpack Compose addict.

SKILLS

Languages

Java, Kotlin

Libraries/APIs

Android Jetpack, Compose, Coroutines/Flow, Dagger/Anvil/Hilt, Koin, RxJava 2, Retrofit/OkHttp, Gson, Moshi, Glide, Coil, Camera/Camera2 API, JNI, Firebase APIs, Kotlin Symbol Processing, Gradle, fastlane

Testing

Junit, Espresso, Robotium, Robolectic, Mockito, Kotest, Compose UI Testing

Databases

SQLite, SQLCipher, Room, Realm, Firestore

Some experience with

C/C++, ExoPlayer, OpenGL ES, OpenCV

EXPERIENCE

Revel Systems • November 2023 – current

Senior Android Developer on a payments-related project

Touchlane • July 2018 – June 2023

On-demand contract work as a Senior/Lead Android Developer

Panda Systems • April 2017 – August 2017

Worked on a startup project in the position of a Lead Android Developer

Softeq Development • December 2011 – January 2016

Took part in numerous projects for a variety of well-known companies, such as Nvidia, Nike and Blizzard, among others. Initially started working as an Android Developer intern, but through the years gained enough experience to establish myself as a technical lead.

Burstly • March 2011 – January 2012

Worked as a Junior Android Developer on the advertising and monetization SDK and administrated the CI server

EDUCATION

Belarusian State University • 2007 – 2012

Applied Mathematics and Computer Science, Computational Mathematics, Bachelor's Degree

FEATURED PROJECTS

GeneClinicX (MVP) for GenePath Diagnostics • April 2022 – June 2023

Accompanying application for the services of the India-based diagnostics and healthcare company. The app includes glucose monitoring, automatic and manual habit tracking, personalized meal and workout recommendations, health coaching and much more.

https://play.google.com/store/apps/details?id=com.geneclinicx.androidapp

Responsibilities: rapid development of new experimental features, refactoring, 3rd party service integrations (Terra, Sendbird)

Tech stack: Kotlin, Jetpack Compose, Coroutines/Flow, Firebase/Firestore, Hilt, finite state machines

Compose Navigation Reimagined • January 2022 – present

Personal open-source project. The library serves as a type-safe alternative to the official Navigation Component for Compose.

https://github.com/olshevski/compose-navigation-reimagined

NatureID for AIBY • September 2020 – February 2021

Plant identification application with a built-in wiki, watering schedules and social media features

https://play.google.com/store/apps/details?id=plant.identification.flower.tree.leaf.identifier.identify.cat...

Responsibilities: development of new features; refactoring and optimization of crucial app parts, such as networking and image processing

Tech stack: Kotlin, Coroutines, JNI, C/C++, Retrofit/OkHttp, Moshi, Glide, Room, Koin

OmaMobiili for OmaSP • July 2018 – April 2019

Mobile banking application of the Finnish bank OmaSP. The source code of the existing application was transferred from a previous developer in poor condition and required an overhaul.

https://play.google.com/store/apps/details?id=fi.omasp.mobile.bank

Responsibilities:

- refactoring of the legacy codebase and creation of a new supportable architecture
- reimplementation of the whole UI layer according to the new design
- reimplementation of many app features from scratch

I also led a small local team of Android developers and served as a representative in communication with the remote management team.

Tech stack: Java, Retrofit/OkHttp, Gson, Dagger, RxJava 2, Android Data Binding

Supercan • April 2017 – August 2017

Startup messaging application in which users could request registered influencers, celebrities and experts for paid personalized answers in text or video form

Responsibilities: I led the app development from the very start of the project and implemented the majority of the overall functionality

Tech stack: Java, Retrofit/OkHttp, Gson, Realm, Camera2 API, ExoPlayer, Firebase Cloud Messaging

SHIELD Camera for Nvidia • December 2014 – January 2016

Built-in camera application for the Nvidia Shield series of tablets. AOSP Camera fork with lots of new exclusive features.

Responsibilities:

- refactoring of the original AOSP Camera source code and migration to the Camera2 API
- implementation of various features and integration of proprietary libraries and APIs
- functional testing, stress testing, stabilization, performance and memory optimization
- team leading and communication with Nvidia managers and developers

Tech stack: Java, JNI, C/C++, Camera/Camera2 API

Camera Awesome for Nvidia and SmugMug • December 2012 – October 2014

Feature-rich camera application. It supported a wide range of devices, including the Nvidia Shield series of tablets, for which it was the default camera application.

Responsibilities:

- UI implementation with different layout and visuals for phones and tablets
- implementation of built-in gallery, photo editing, live-preview photo and video filters (using OpenGL shaders)
- extensive stabilization process due to the large number of supported devices

Tech stack: Java, JNI, C/C++, OpenGL ES, Camera/Camera2 API

BlizzCon 2013 for Blizzard • October 2013 – November 2013

Official BlizzCon companion application. The app included schedules and reminders for panels, the venue map, the stream of the event itself, built-in themed camera filters and social integrations. A small but memorable project.

Responsibilities: crunch feature development on a really strict deadline right before the event