Mykola Miroshnychenko

Staff / Lead Android Engineer

Contacts

Telegram
@nsmirosh

Email
nsmirosh@gmail.com

Links

[Medium](#)

[LinkedIn](#)

[Website](#)

[Github](#)

Languages

English - C2

Russian - C2

Ukrainian - C1

German - A1

About Me

As a Senior Android Engineer with over a decade of experience and four years of leading teams, I have worked with international clients across the US, Europe, and Asia, collaborating with diverse engineering teams on a variety of projects.

My core strength lies in identifying and resolving technical bottlenecks, ensuring smooth development workflows. I am highly empathetic towards my team, fostering a supportive environment while always advocating for the right technical solutions.

I pride myself on my robust communication skills and commitment to every task I undertake.

Work Experience

Android Team Lead   @Billease   Mar - Nov 2024

- Established Clean MVVM architecture resulting in a testable and well-organized app structure.
- Organized a methodical refactoring process leading to an improved app stability and boosting team morale.
- Implemented code health metrics to provide progress visibility.
- Established a new merging and testing strategy significantly saving QA team's resources and cutting overall deployment time.
- Enforced Detekt and SonarQube via GItlab CI resulting in reduction of bugs and improved code quality.
- Oversaw the resolvement of build issues that resulted in 40% build time improvements.
- Established Unit testing practice + CI integration.
- Built an "example" feature for the Android team to be aligned on.
- Built an Android Team development guide for all Android devs to refer to as the documentation for our practices.
- Grew the team from 5 to 8 Android devs. Mentored and did 1:1s.

Android Tech Lead   @SPS   Mar 2023 - Feb 2024

- Mentored and supported over 20 Android devs, leading to an improvement in team efficiency and a reduction in critical bugs.
- Managed the Technical Health Tracker for all Android projects, identifying areas for improvement. This led to the 4 projects under my supervision to meet the quality threshold in 6 months.
- Formulated comprehensive development guidelines, ensuring a more cohesive development process.

- Oversaw the development of a 'starter' project with standardized components, reducing new app costs as much as 40% in certain cases.
- Enhanced existing Azure CI pipelines across multiple projects via an internal plugin, resulting in reduced time-to-market timeline.

Staff Android Developer @Global Talent   May 2021 - Jan 2023

- Successfully built a new app within a year, resulting in timely handover of the app to the customer.
- Utilized MVVM and Clean Architecture, ensuring responsiveness and scalability. This led to an improvement in user engagement.
- Conducted code reviews and mentored team members, reducing critical bugs and an increasing team productivity.
- Collaborated with management and design teams to refine product features.

Senior Flutter developer @Visonic   Jun 2020 - Apr 2021

- Developed user-centric and internal installer applications using Dart/Flutter.
- Implemented byte-level communication protocols with hardware, and handled various codecs and message types.
- Utilized Redux architecture for app interaction with client's hardware.
- Refactored the panel's interaction with security devices, substantially improving system responsiveness and reliability.

Senior Android developer @Global Talent   Jul 2018 - Jun 2020

- Implemented multi-channel communication within the app, including direct Firestore interaction, Firestore functions through backend, and Bluetooth connectivity with the Aura hub.
- Engineered direct communication with Firestore, optimizing data handling and storage processes.
- Developed a direct Bluetooth communication link to the Aura hub, ensuring seamless and efficient device connectivity. This enhancement improved device synchronization speed and contributed to an increase in user satisfaction with device interactions

Android developer @SeniorDev   Sept 2015 - Jul 2018

- Contributed to a wide array of applications including social networks, utility tools, video editing, and medical applications, leading to a diverse portfolio.
- Developed various applications from the ground up, successfully launching them via Google Play.
- Efficiently took over existing codebases, improving application performance by examining bottlenecks and critical bugs

Skills & Expertise

Languages: Kotlin, Java, Dart, Python

Mobile Frameworks: KMP, Flutter, Android, iOS

Frameworks: Android Jetpack, Koin, Coroutines, Flows, Retrofit, Jetpack Compose, Gradle, Navigation components, WebSockets, OkHttp, HTML, JSON, Moshi, Picasso, Glide, Room, SQLite, ExoPlayer

Testing: Mockito, Junit, Espresso, Mockk, Robolectric, MocKMP

Google: Play Services, Maps API, Dagger, Hilt, Firebase, Firestore

Tools: LeakCanary, Git, Android Studio, Vim, Shell, Postman, CharlesProxy, CoPilot

Architecture: MVVM, MVI, MVP, Clean Architecture, SOLID

CI/CD: Circle CI, Azure Devops, Bitrise, Gitlab, Github Actions

Projects

Interactive Android Concepts

Articles

An Introduction to Dart's Futures.

KMP vs Flutter. Part 1: Setting everything up.

Dart streams. An introduction with examples.

The ultimate guide to dependency injection in Android — Part 1. DI and its benefits.

The ultimate guide to dependency injection in Android — Part 2. Manual DI and best practices.

Master KMP as an Android Developer by Building a Joke-Generator App