

Dmitriy G.

Senior Software Developer / Team Lead

GENERAL QUALIFICATION

- Experience in working with agile process frameworks: Scrum, Kanban;
- Experience in team leading / technical supporting and mentoring, experience in team management (10+ people);
- Ability to work in a team, punctual, professional, experienced, hardworking, ability to learn quickly, reliable, persistent, responsible, creative, self-organized, transparent in work, success-oriented and capable of finding the optimal solutions of difficult technical tasks.

Backend:	Python, PHP, Java, C++, Lua.
Frontend:	CSS3, JavaScript, JSON, HTML5.
Mobile:	iOS, BlackBerry, Android SDK, Swift.
Database:	SQL, MySQL.
QA:	Testing Tools, Tape (JavaScript testing framework), Appium.
Version Control systems:	Bitbucket, GIT.
API:	REST API.
Project management tools:	Jira, Mantis Bug Tracker, Redmine 2, Confluence.
Operating Systems:	OS Android, Mac OS, Windows.
Development tools:	IntelliJ IDEA, Eclipse, NetBeans, XCode, Android Studio, Paradigm C++.
Testing Tools:	Appium, Tape (JavaScript testing framework), Selenium Webdriver.
Technologies:	Kubernetes.
DevOps tools:	shell/bash.

COMMUNICATION SKILLS

- **English** – Advanced;
- **Russian** – Native;
- **Ukrainian** – Fluent;
- **German** – Elementary.

EXPERIENCE

Project Q (full name under NDA), versions 5.x.x - 8.x.x.

Android and iOS secure communication apps which encrypt calls, text messages, files and personal data with a double-layer protection technology that uses end-to-end encryption.

Duration: February 2013 - Present.

Role 1: Android / iOS native Lead software engineer in tests (SDET).

Responsibilities 1:

- Designing native Android / iOS UI tests architecture from scratch;
- Investigating the best tools for native Android / iOS UI tests development;
- Writing E2E and UI tests list for automation;
- Creating native whitebox Android UI tests on Java with Espresso and UI Automator;
- Creating blackbox Android UI tests on Java with Robotium, UI Automator and Monkeyrunner (on Python) tool;
- Creating native whitebox iOS UI tests on Swift with XCTest framework;
- Creating blackbox iOS UI tests on Java and JavaScript with Appium and Selenium WebDriver API;
- Creating Web Admin panel tests on Java with Selenium WebDriver. Creating tests for server REST API;
- Creating scripts on Bash for building Android / iOS Client apps, changing tests configuration, building Android / iOS UI tests, preparing, starting and finishing Android Emulator / iOS Simulator, running Android / iOS E2E tests locally on Ubuntu 18 / MacOS or on CD/CI server (Bamboo), gathering test results and re-running failed tests (if necessary);
- Running and Maintaining Android / iOS UI tests;
- Analyzing E2E test results and reporting found bugs in Jira;
- Working closely with developers and manual testers;
- Participating in all Scrum events. Leading / mentoring 2 Software developers in tests;
- Setting up / updating Android / iOS tests development environment;
- Creating / reviewing pull requests in Bitbucket;
- Managing Android / iOS test plans on Bamboo;
- Writing technical documentation in Confluence.

Role 2: Project Manager

Responsibilities 2:

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- Leading / mentoring the team of 9 people (1 Android developer, 1 iOS developer, 1 Windows developer, 2 SDETs, 4 manual testers);
- Gathering and analyzing development team reports;
- Determining and resolving the project risks / bottle necks;
- Teaching people to apply agile processes and good habits, such as: commitment, courage, openness, focus and respect;
- Running team meetings and technical interviews.

Technologies: Java, Python, Swift, JavaScript, Bash, Android SDK, Android Emulator, Android Espresso, Android UI Automator, Android Monkeyrunner, Robotium, Appium, Selenium WebDriver API, XCTests framework, iPhone Simulator, Terminal, XML, JSON, Android Studio, Eclipse, Xcode, xcodebuild, simctl, VMware Player, MacOS, Ubuntu. Jira, Bitbucket, Confluence, Bamboo.

CIETdg

An Android data gathering application which uses the XLS Form standards.

Duration: September 2013 – April 2014 (part time).

Role1: Crisis Project Manager.

Responsibilities 1: Negotiations with customers. Providing project status. Sprints planning. Estimating tasks. Identifying project problems, bottlenecks and researching the ways to fix them. Analyzing project risks. Managing projects with 3 Android developers, 1 server developer and 1 manual tester.

Role 2: Tech Lead.

Responsibilities 2: Analyzing Android project architecture problems and finding ways to improve it. Mentoring developers and making presentations about writing clean code, implementing code style, code refactoring, design patterns, project architecture, effective work, etc.

Technologies: Java, Android SDK, Eclipse, Redmine.

Karnaval Nokia / Android / BlackBerry 10 apps

Turkish radio app which provides the possibility to select different radio stations, play audio stream, view the info about current radio program, singer, etc.

Duration: June 2013 – September 2014 (part time).

Role: Nokia, Android App Developer.

Responsibilities: Creating BlackBerry 10 app architecture and POC. Fixing bugs in existing Android and Nokia apps. Fixing architectural problems in Nokia app. Adding new functionality in Nokia app. Working with PM and manual tester. Analyzing requirements and delivering Nokia app builds.

Technologies: Java, C++, JavaScript, Android SDK, Nokia SDK, Qt 5, Eclipse, NetBeans, Redmine.

Fan App For Liverpool FC for BlackBerry 10

The app brings you official news from the LF Club, always authentic, team line-ups, goal alerts & exclusive offers.

Duration: June 2012 – January 2013.

Role: BlackBerry 10 Developer / Team Lead.

Responsibilities: Creating BlackBerry 10 app architecture. Requirements analysis and clarification. Developing new features. Working with designer and PM. Leading / Mentoring Junior BlackBerry developer. Making code review.

Technologies: BlackBerry 10, C++, Qt5, JavaScript, Eclipse.

DStv for Blackberry 5,6,7

Your ultimate guide to DStv which features all the latest highlights, news and a full 10 day schedule. Select your favourite channels and set reminders for shows. Planning your viewing couldn't get simpler.

Duration: July 2012 – January 2013.

Role: BlackBerry Developer.

Responsibilities: Fixing bugs in existing app functionality. New functionality development. Working with manual testers and PM. Publishing the app in the BlackBerry store. Participating in team meetings. Implementing QuickBlox framework.

Technologies: BlackBerry 5,6,7, Java, Eclipse, Mantis, QuickBlox.

UPC Mobile, Multi Tank Card, Marco Borsato, Ziggo TV Phone

Different business applications.

Duration: February 2011 – June 2012.

Role: Lua Developer.

Responsibilities: Business applications development for Android, iPhone, BlackBerry, J2ME platforms (with the usage of M2Active cross platform framework).

Technologies: Lua, Eclipse, Git, SVN, Mantis.

AvtoTo

Website based on Shop-Script CMS which allows select, view, compare and buy spare parts for cars.

Duration: January 2010 – June 2011.

Role: PHP Developer.

Responsibilities: Extending website functionality. Developing and testing new pages on Website. Optimization search requests. Writing technical documentation.

Technologies: PHP, MySQL, CSS, HTML.

EDUCATION

- **2004 – 2009**, Kharkov National University of Radioelectronics. Software engineering. Specialist's degree.