

Oleksandr Klymenko

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Skills

Languages: Dart, Java, Kotlin, Swift, Objective-C, HTML, SQL

Technologies & Tools: Flutter, Android SDK, iOS SDK, BLoC, provider, riverpod, go_router, rxdart, get_it, injectable, dio, http, sqflite, floor, gradle, redux, retrofit, mobx, i18n, i10n, Firebase, Room, MQTT, POS Terminal, CircleCI, MixPanel, Stripe, Sentry, OneSignal

Work Experience

GlobalLogic, Ukraine

Lead Software Engineer

Aug 2022 - Present

- Supervising a team of 4 Flutter developers on a medical mobile project. Established better communication and knowledge-sharing processes which led to a 50% increase in total team performance.
- Redesigned snapshot uploading feature by devising a complex pagination approach that reduced the number of rising issues to zero.
- Mentored novice team members and guided their promotions to build a professional team.

Senior Software Engineer

Aug 2021 - Aug 2022

- Integrated Apple Watch application to the ongoing Flutter project to provide a comprehensive user experience. This was achieved by developing a special integration module.
- Extracted part of functionality to a separate repository leveraging GIT commands to preserve its commits history. This prevented fetching unnecessary code and saved 1 GB of size and 30 minutes for a project installation.

Software Engineer

Apr 2020 - Aug 2021

- Implemented a consistent DI solution on the project by introducing the get_it Flutter package. This provided a more transparent way of scaling and maintaining the project.
- Refactored overall project structure that reduced onboarding time of newcomers by 2 weeks.

CHI, Ukraine

Feb 2021 - Feb 2023

Flutter Developer

- Rewrote legacy Objective-C app to a modern cross-platform Flutter app. Overall app responsiveness increased 3-5 times.
- Setup CI/CD solution on CircleCI platform that reduced time of deployment of new releases from 2 hours to 15 minutes.
- Collaborated with the design team to adapt the application for iPads and Android tablets. That led to a wider range of users. Also implemented a dark theme for the best UI/UX.

SoftTeam, Ukraine

Jan 2020 - Oct 2021

Android Developer

- Developed and launched a system of car refueling services by curating the work of Android, iOS, and server-side developers.
- Implemented the core business logic of the product. The transactions are conducted via an MQTT connection between the user's mobile and the cashier's POS terminal.

DashDevs, Ukraine

Flutter Developer

Jul 2019 - Mar 2020

- Led a whole mobile app development process providing expertise on library selection and mentoring junior developers.
- Implemented in-app chat using web-socket connection.

Android Developer

Jul 2016 - Jul 2019

- Reduce the size of the fin-tech startup application by replacing raster graphics with vector analogs that saved 50 MB of memory.
- Developed adaptive UI element by leveraging 9-patch image that brought consistent view on different devices.
- Spoke up at a mobile developers conference. This advertised the company on the market and attracted new clients and employees.

Education

National Technical University "Kharkiv Polytechnic Institute"

2015 - 2020

Master's degree in Computer Science and Software Engineering

Relevant Coursework: Object Oriented Programming, Databases, Discrete Maths, Data Structures and Algorithms, Operating Systems, Computer Networks, Machine Learning, Computer Architecture, Game Development, Calculus, Physics

Certificates and Projects

Associate Android Developer: has completed the Google Developers Certification Program requirements and is recognized as an Associate Android Developer.

Writer on Medium: writing technical articles about Flutter and DSA on the Medium platform. Has 100+ followers.