

ANTON KONDRATIUK

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Senior Android Engineer with **9 years** of experience in **native Android** development, **software architecture**, CI/CD. Master's Degree in IT Project Management. **Led, mentored, and organized** a small team of engineers. Experienced in developing high-load applications from publication to **10M+ downloads**.

EXPERIENCE

Senior Software Engineer

Jan 2024 - Present

Instabee - *Uncomplicated shipping*

- Release process **optimization** and app stabilization for Compose Multiplatform app
- Finalized 1-year migration old React Native apps into single **Compose Multiplatform** application

Platform Android Engineer

Dec 2022 - Jan 2024

Fishbrain - *Social Network for 15M anglers*

- **Decreased** analytics system **costs by 15%**
- **Reduced costs** of CI/CD **by 20%** by optimizing GitHub Action pipelines and Android build scripts
- Decreased a crash rate **from 5% to 1%**
- Led a project modernization effort, streamlining and cleaning up to **35% of the codebase**

Senior Android Engineer

Oct 2019 - Dec 2022

Okko - *Online Cinema with 2M+ active users on Android*

- **Led** the architectural migration from MVVM to TEA, enabling **5x team scaling** (3 → 16 devs)
- Reduced time to market by **2 weeks** by optimizing code review process
- Refined GraphQL requests and responses, resulting in a **2-second improvement in app loading time**, which **increased revenue** on FTE by **11%**
- Organized a 2-step technical interview process that received **95% positive feedback from candidates**

Middle Android developer

Apr 2019 - Oct 2019

Plan B Media - *Outsource FinTech services*

- Optimized uploading and rendering time of market depth chart, **reducing it from 4 to 1.5 seconds**

Middle Android developer

Oct 2017 - Apr 2019

BMS Group - *Loyalty programs for small businesses*

- Assembled a mobile team consisting of **5 engineers** and **2 designers**.
- Supported **19 different applications** for various business units.
- Crafted CI/CD system using **Jenkins**, reducing the time taken to deliver updates **by 5 times**.

Junior Android developer

May 2016 - Aug 2017

Mobile Creatures - *Notification about drinking water with 5M+ downloads*

Software Engineer

Oct 2015 - May 2016

Freelance

SIDE PROJECTS

GoodBoy Flutter Android application about Dog training. **Led** a team of two engineers. **Mentored** a Flutter intern to Junior+ Software Engineer level. Achieved over **50,000 downloads** and established steady passive income through effective app monetization. Conducted A/B experiments resulting in a significant 9% revenue growth.

Help me choose Social polling app. Spearheaded the development and deployment, utilizing Golang and Postgres on AWS EC2, AWS S3, AWS RDS, and AWS IAM. Successfully collaborated with designers to balance creativity and project costs, delivering optimal results. Recruited two engineers from the GoodBoy project and **provided mentorship** to an intern Flutter developer.

GymApp Android native application for gym training.

PillsTime Android native application aimed at pill reminders. Specifically focused on building a robust data layer for the application.

OTHER ACTIVITIES

Mobius 2018 Participated as a member of the programming committee at the mobile development conference

IEEE 2020 Published an article "Neural Network Development for IT-users Requests Processing"

EDUCATION

Master of IT Project Management, Saint Petersburg State Electrotechnical University "LETI"

Bachelor of Computer Science, Saint Petersburg State Electrotechnical University "LETI"

SKILLS

Languages	Kotlin, Java, Python, SQL, Groovy
Architecture	MVVM, MVC, MVP, MVI, Redux, UDF, Clean
Android	K.Coroutines, RxJava, Dagger, Hilt, Navigation, Koin, Room, WorkManager, KMP, CMP
Android UI	Jetpack Compose, View Binding, Data Binding, Android TV, Flutter, XML
Network	Retrofit, REST, GraphQL, Websocket, gRPC, ktor
DevOps	GitHub Actions, Jenkins, Bash/Shell, Docker, Linux, Git
Soft Skills	Cross-functional team management, Process management, Mentoring, Hiring
Product	A/B testing, Feature flags, Data-driven development, Amplitude, R & D, Release management