



Gabriel Gircenko

P4 Android Engineer

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Summary

Senior Android Engineer, Scrum Master & Passionate Learner with 10 years of professional experience in leading and developing. Grateful to be part of many highly-rated freelance platforms like Toptal, Turing & A.Team. I'm a reliable, ambitious and extroverted engineer always pushing companies' development processes to the next level. I always aspire to widen my soft and technical skills in highly driven environments.

Experience

Epigraph 2014 - present

Owner & IT Consultant

Established a company to facilitate my remote work journey.

- Developed 40+ Android/Mobile projects
- Collaborated with diverse teams, often leading as a Senior or Consultant
- Here are a few links to the notable apps that I worked on:
- Yahoo Daily Fantasy
- HBO Max
- Letro (open-source)

Skills: Android - Kotlin, Jetpack Compose, Android Studio, Android SDK & NDK, Hilt, Room, SQLite, Material Design 3, Java, Dagger 2, RxJava, Architectures - Clean, MVVM, MVP, MVI, Git - GitHub, GitLab, Testing - JUnit, Mockito, PowerMockito, CI/CD - GitHub Actions, GCloud Build, CircleCI, Bitrise, Other - REST, JSON, XML, API, Firebase, VR, AR, 3D, Project Management - JIRA, Trello, Google Suite, Asana

Crorex 2020 - 2021

CTO
Led a fin-tech initiative with aspirations to transform into a private hedge fund.

- Orchestrated a team of four, synchronizing roles from trading to DevOps
- Developed an EA (expert advisor) with a hedging algorithm, achieving 90% successful trades
- I was in charge of organizing meetings, standups, work sessions, PR reviews, occasional EA feature development and much more

Skills: MQL4, Python, AWS, Trello, Google Suite, Trello, Scrumban, Git, C++, Algorithmic Trading, High-frequency Trading (HFT)

Projects

AR Art Projector by Da Vinci Eye 2024 - present

App for master the art of drawing and sketching
https://play.google.com/store/apps/details?id=com.cubemg.davinciye

- I was hired to speed up the development of the app
- I was in charge of building the Camera and AR functionality
- The code had been built with help of ChatGPT and without a proper architecture in mind. That presented a lot of interesting challenges, especially because the client had a very limited budget, so I had to focus on navigating around the existing code and adding the functionality without refactoring
- I wrote a guide to refactor the code through few steps for the client

Letro 2023 - 2023

Open-source end-to-end encrypted messaging app
https://github.com/relaycorp/letro-android

- Letro is a service like email, but end-to-end encrypted, spam-free, phishing-free and works without the Internet too -- all thanks to Awala which is a delay-tolerant, overlay network
- I was in charge of setting up the project from scratch in a Clean variation of an MVVM architecture without the Domain Layer

Skills: Android, Kotlin, MVVM, Coroutines, JIRA, GitHub, Ktlint, Material3

Geolocation Wristband 2021 - 2023

Wear OS 3.0 app
https://www.safeinhome.com/
Part of the 5-people team. 1 Senior and 1 Junior Delivery Manager, Project Manager and UX/UI designer. Communicated with 2 POs, 1 DevOps, 2 technical support persons and leading another Android Senior Engineer on daily basis

- I was the go-to tech person for this project, Android Architect/Lead Engineer
- In charge of research and development and taking critical project risks. So far
- Researched the market and watches by requirements from the client
- Setup Epics and Stories for the MVP in collaboration with the team
- Built a roadmap for delivery
- Wrote the setup guide for the app to work properly in the KIOSK mode on the smartwatch
- Built native calls functionality with custom UI (not VoIP)

Skills: Android Wear OS, Kotlin, MVVM, Flow, Azure Git, SureMDM, JIRA, Figma, SCRUM, Sprint

Papaya 2022 - 2023

Scientific research app of a skin disease called HVS
https://jenevive.health/

- Made the app from scratch
- I regularly published the app to Beta testers via Firebase Releases during the development process

Skills: Android, Jeptack Compose, Kotlin, C++, Clean, MVVM, Hilt, Room, SDK + NDK, GitHub, Git Actions, Firebase Analytics, Firebase Crashlytics and Firebase Releases

OneTouch 2021 - 2022

Video support tablet app
https://www.safeinhome.com/

- The client had an immediate need for revamping the app which has a basic functionality but a lot of legacy code and after the Discovery phase of the Geolocation Wristband, they liked my work and hired me on this one too
- In charge of Code Review, bug fixing & and updating the code which includes converting Java files to Kotlin, adding the MVVM architecture to the original no-architecture, and following all the best practices
- Helped improve development processes like staging and production environment, instructions for onboarding the future Android developers, CI/CD pipeline, and release cycle

Skills: Android, Kotlin, Java, Volley, Azure, Firebase Crashlytics, Splunk RUM

Yahoo Fantasy Sports 2021 - 2021

Consumer fantasy sports app
https://play.google.com/store/apps/details?id=com.yahoo.mobile.client.android.fantasyfootball

- I was in charge of updating features in the Daily Fantasy part of the app while also updating the code from Java to Kotlin and from a variety of architectural patterns to MVVM with RxJava. Also, built guides for the refactoring for other developers to follow
- Built my own tasks according to product directions
- Agile Kanban with daily SCRUM meetings
- Helped update different developer guides, JIRA ticket templates, helped in optimizing processes inside the team

Skills: Kotlin, Java, RxJava, Dagger, JIRA, Screwdriver, code with different architectures MVVM, MVP & MVC

Plume Workpass 2020 - 2021

Enterprise app for managing employees
https://www.plume.com/workpass/

- Worked as a part of 20 Android people team and more than 100 people team that worked on this app
- First project with a Clean architecture which was a great experience, especially because I was surrounded by brilliant team of developers
- Developed every layer for 15+ screens. Some of the screens I worked on were Settings, Profile, Dashboards & In-app WebView
- I set up the Navigation for the whole app with NavGraphs and used it to navigate the app with deep links
- Introduced mappers in-between the UI and Presentation layer

Skills: Android, AndroidX, Clean, Mappers, MVVM, Dagger 2, Deep links, JIRA, GitHub, Figma

Jumprope 2019 - 2019

How-to videos
I was in charge of bug fixing and implementing new features

Skills: Android, Kotlin, RxJava 2, Koin, Room, Retrofit, Espresso, Mockk, AWS, Firebase, CircleCI, Git, Sprint, SCRUM, Fastlane

Onfido 2019 - 2019

Identity verification SDK
https://play.google.com/store/apps/details?id=com.onfido.sdkdemo&hl=en

- I was in charge of implementing a screen reader accessibility feature from scratch
- One of the best experiences was working with this company

Skills: Kotlin, Bitrise, GitLab

TakhTutor AR 2019 - 2019

App built with ARCore
https://mna.co/

- I worked as an Android lead engineer with Minds+Assembly in a five-person team
- Another Android Developer and I replaced the previous developer and were in charge of finishing the Android app on a tight deadline schedule
- Built custom controllers which utilize only a drag gesture to successfully interact with an object in 3D space
- Animated multiple VR/AR objects moving on a click. I increased my knowledge of the technology tremendously over the course of the project to make it possible

Skills: Android, Kotlin, ARCore, Gradle

FYX Driver and Mechanic apps 2016 - 2018

Uber for truck drivers in need of mechanics
https://play.google.com/store/apps/details?id=com.interpool.roadstar

- I was responsible for the full development of 2 Android apps and 1 Ionic app built for both Android and iOS.
- Built real-time push notifications with Firebase and implemented deep links
- Implemented location services and worked with Google Maps
- Presented and interacted with 3D models
- Captured images, uploaded, and presented them inside the app

Skills: Android, REST, GPS, Deep links, 3D (libgdx), Ionic and Firebase

Max 2015 - 2016

Stream HBO, TV, & Movies
https://play.google.com/store/apps/details?id=com.wbd.stream

- Developed 2 premium video content streaming apps with millions of users and the library for them. The team was full of awesome and skilled people.
- Proactively made improvement suggestions from which 90% were adopted
- We had UI issues on a weekly basis, I suggested and fixed those issues by making more robust code, wrote code design guidelines and with that saved the company from needing to hire additional developers
- Learned about VIPER, architecture variation of MVP, with Mockito and PowerMockito tests
- None of us 3 had any "main" part on which we work on but, whatever comes as an issue assigned to me, I did it. Caching, bugs, UI, deep links, memory & code improvements, sending tracking data, writing tests, changing models according to JSON responses, etc.

Skills: Android, Java, MVP, Git, Mockito, PowerMockito, Deep links, JSON, JIRA, Sprint, Waterfall, OWASP, Chromecast, Bug Tracking, Caching, HockeyApp, VIPER Architecture

App For Pregnant Mothers (NDA) 2014 - 2015

Pregnancy Tracker
I was the lead Android Engineer and took the re-design and built the app from scratch to publish. One of the most interesting and complex designs I've implemented by that point.

Skills: Android Studio, Crashlytics, Material Design and REST

TaxiCentral 2013 - 2013

Uber for taxi companies
I co-founded the startup, TaxiCentral. Our goal was to make a super easy-to-use app for people who want to order a taxi in Zagreb. From the start, I was responsible for the full development of the Android app and everything in between—working on the architecture, documentation, partial design, testing, publishing, and promotion. This was my first published application.

Skills: Android, Java, REST

Interests

Music, sports & martial arts

Certifications

Scrum Master - PSM I May 2023

Scrum.org
https://www.scrum.org/certificates/965187

Languages

English

Fluent

Croatian

Native

Spanish

Conversational