

Atlas Digital System

Atlas-dsystem.com 711 Hennepin Ave Minneapolis MN +1 612 306-6434

Our projects

(Background and Experience)



Atlas DS Atlas-dsystem.com

OFFEROR INFORMATION

Company Name:	Atlas Disital System LLC	
Name.	Atlas Digital System LLC	
Address:	711 Hennepien Ave. Minneapolis MN 55403	
Mail address:	7273 Upper 164th St. West Rosemount MN 55068	
Telephone number:	612-306-6434	
Tax ID:	84-3736834	
DUNS number	117334311	
CAGE Code	8GAC3	
UNGM#	648960	

We are looking for new opportunities for development and cooperation.

We believe that our work with your company will lead to very successful results for your business.

If you have any questions, please feel free to contact us. My contact information is below.

Thank you,

Yury Leushunou Atlas digital system LLC Phone 612-306-6434 support@atlas-dsystem.com

Gury Leushunou

Our Background and Experience (Mobile application & Software):

Period	From: August 2018	To: Now
Project Roles	Android/iOS development. Development e-commerce Android/iOS application from scratch	
Project	SmartSatu. b2b decision for merchants and grossery shops <u>https://smartsatu.com</u>	

Period	From: February 2018	To: Now
Project Roles	Android development. Development from scratch.	
Project	MeterRecognizer. Application for recognizing electricity or gas meter with optical text recognition and computer vision. It uses two libraries: Android ML Kit and OpenCV NDK port for Android.	

Period	From: June 2017	To: August 2018
Project Roles	Android/iOS developer. Bug fixing. Implementing new features.	
Project	Meetville. Mobile dating application (Android/iOS platform).	
	https://play.google.com/store/apps/details?id=com.meetville.dating	
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Period	From: November 2015	To: June 2017
Project Roles	Lead developer. Bug fixing. Implementing new f	eatures.
Project	ShotTracker. Mobile application (Android/iOS platform). ShotTracker automatically tracks a basketball player's shot attempts, makes and misses, providing the player with real-time shooting statistics. The ShotTracker Player App is designed to work with the ShotTracker Net and Wrist sensors. https://play.google.com/store/apps/details?id=com.shottracker.player https://apps.apple.com/us/app/shottracker-player/id926461132	
Tasks executed	Features: - Challenges - Network interaction - NDK for BLE and build charts - Work with Bluetooth low energy sensors - IOS-like sticky headers - Social networks sharing - Memory usage optimization	
Environment	Technology Environment: Java, Android/iOS SDK, Bluetooth, SQLite, Android/iOS visual Studio, big amount Android/iOS third-party libraries, Fabric with Crashlytics (distributing and crashes collecting tool)	

Period	From: March 2016	To: present
Project Roles	Software engineering	
Project	https://mporium.com/ Advertizing support platform	
Tasks executed	Development of API between backend and adwords account Integration of Amazon Web Services API Development of unit-tests	
Environment	Technology Environment: IntelliJ IDEA, Spring Framework, Couchbase, Hibernate, Apache Storm, JaCoCo	

Period	From: April 2015	To: October 2015
Project Roles	Software development. Development of architecture. Bug fixing. Mobile advertising. Affiliate marketing.	
Project	Distributed web application for dispatch and routing mobile advertising traffic from advertisers to publishers. Android SDK library for delivery network offers to end user.	
Tasks executed	 Features: Different Android adapter modules for adopt different mobile offers. Some new types of mobile advertising offers. Interstitial and full screen ad adapters. Video ad adapters. Banner ad adapters. 	
Environment	Technology Environment: Android SDK, Android Logcat, Lint, JSON	d Studio, DDMS, Memory Analyzer Tool,

Period	From: December 2014	To: March 2015
Project Roles	Development. Bug fixing and support application.	
Project	Support old and developing new flat rent site. Work with synchronization bookings, billing.	
Tasks executed	 Features: Replication of flat rent requests between several agencies. Integration of specific Joomla module Joomres for rent houses, flats, cars etc. Integration Spain billing system. 	
Environment	Technology Environment: Python, Linux, nginx, Apache server, php, MySQL	

Period	From: March 2014	To: November 2014
Project Roles	Development. Architecture.	
Project	Distributed botnet for adding fake likes for Android applications on Play Market.	
Tasks executed	Distributed botnet for adding fake likes for Android applications on Play Market. Features: Scheduling tasks for distributed task queue. Executing tasks by distributed task queue. Replication data using Redis database. Reverse-engineering Android social applications.	

Environment Technology Environment: Android, Python, celery, redis, MySQL, PHP.
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Period	From: November 2013	To: February 2014
Project Roles	Software engineer.	
Project	owmobility.com Project aimed to decrease and optimize mobile network traffic using caching, media data compressing algorithms and other optimizing features.	
Tasks executed	Features: - Fixed bugs in EJB. - Implementing ruby config parsers. - Work with complex Linux build tool.	
Environment	Technology Environment: Eclipse, Linux CentOS, Akka+Scala, bash shell scripts, Perl, Ruby, Java.	

Period	From: November 2012	To: October 2013
Project Roles	Application support. Implementing	new features.
Project	Magic puzzles	
Tasks executed	Features: - 3d animated pictures gallery. - In-app purchases. - Design and markup for support multiple screens (tablets and smartphones).	
Environment	Technology Environment: Java, Android/iOS SDK, Eclipse + ADT, Android Billing API, OpenGL, AndEngine, SVN	

Period	From: November 2011	To: October 2012
Project Roles	Application support. Implementing new features.	
Project	Pandas vs Ninjas	
Tasks executed	 Features: Memory usage optimization. In-app purchases. Design and markup for support multiple screens (tablets and smartphones). 	
Environment	Technology Environment: Java, Android SDK, Eclipse + ADT, Android Billing API, OpenGL, Box2d, SVN	

Subcontracting projects

Project Roles	Lead developer. Estimation. Development of architecture. Developing application.	
Project	Safetymeter	
Tasks executed	Develop mobile application for pupils and parents. Application helps to track different dangerous places in the city. Such as holes, road crosses without semaphore etc. Features:	
Atlas DS		

	 Tracking user position by GPS. Interaction with backend. Backend on python with WSGI.
Environment	Technology Environment: Java, Android SDK, Eclipse + ADT, Google Maps API, Git, Python, uWSGI, Linux, bash

Project Roles	Lead developer. Estimation. Development of architecture. Developing application.
Project	Live wallpapers
Tasks executed	Developed the application Android Live wallpapers styled with different famous tower clocks.
	Features:
	 Android native animation Live wallpapers app
Environment	Technology Environment: Java, Android SDK, Android Studio, Android Canvas, Git

Project Roles	Lead developer. Estimation. Development of architecture. Developing application.
Project	Parking client
Tasks executed	Develop mobile application for pay car parking. Features: - Interaction through SMS. - SQLite database. - Drag and drop.
Environment	Technology Environment: Java, Android SDK, Android Studio, Git

Websites:

https://5element.by (e-Commercial) https://favorit-motors.ru (e-Commercial) https://vizor-interactive.by https://regulaforensics.com https://gipmebel.ru (e-Commercial) https://elmarket.by (e-Commercial) https://dab-embedded.com (e-Commercial) https://studio-inside.by (e-Commercial) https://rqc.com https://e-hs.ru https://sv-m.com https://freewheelbike.com (e-Commercial) https://arso.by (e-Commercial) https://nadik.by http://houseforyou.by http://velozona.by (e-Commercial)