

Yevhenii Kachanov

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Desirable position: SeniorGame Developer

Language skills
Ukraine – native;
Russian – native;
English – upper intermediate (B2).

Technical skills and Competencies

- Java 8, Kotlin, C#, C++
- Android SDK, Unity, Unreal Engine, .Net, PlayCanvas, Kotlin Multiplatform
- Retrofit, OkHttp/Ktor, Gson, Picasso/Glide, Room, RxJava/RxAndroid, Moxy, Koin/Kodein/Dagger2,
- Kotlin Coroutines; AR Core Google;
- FireBase (Auth, Storage, Realtime DB, Push Notifications, Crashlytics); Git; GitHub, GitLab, BitBucket;
- Gradle;
- Design patterns;
- Google Maps;
- Android architecture components, Material design, Android Lifecycle;
- Navigation component;
- Architecture patterns (MVC, MVP, MVVM);
- Detekt, Ktlint, Lint;
- SQL;
- In-app purchase;
- Jira, Redmine, Trello;
- Kanban, Scrum, Agile;

Work experience 02/2021 - Present	Founder of GaGa Games Studio LLC
06/2020 – 02/2021	Middle Unity developer Free Lance
06/2020 – 02/2021	Middle Unity developer Eivolo
01/2020 – 06/2020	Middle Android Developer Hilditönn
10/2019– 01/2020	Strong Junior Android/iOS Developer IT Outstaffing Temporary project
08/2019– 10/2019	Strong Junior Android Developer (remote) Temporary project
04/2019– 09/2019	Strong Junior Android/iOS Developer CHI Software
04/2018– 04/2019	Trainee/Junior Android Developer (remote) Internet radio “Kramatorsk Online”

EDUCATION

10/2020–Present	Degree of Licentiate Ukrainian Engineering Pedagogical Academy Major: engineering of electricity
09/2018–12/2019	Master`s degree Ukrainian Engineering Pedagogical Academy Major: oil and gas business
Interests and hobbies	Training in the gym. Playing in guitar.