Vladimir Aksenov

Principal/Lead Software Engineer

aksenov.vladimir.dev@gmail.com | LinkedIn | Github | Munich, Germany

Software Engineer who designs, writes and delivers software as a solution to an end-to-end problem **8+ years** and leads the team to less technical debt and greater performance.

- Developing and supporting applications with **millions of DAU** (50M+ downloads in total) with **unit tests** coverage and **documentation**
- Developing full projects of different scales from scratch for **5 companies** (Frontend/backed/mobile apps)**.**
- Founder and **hackathon participant** with real-world entrepreneurial experience and technical leadership.
- Working with **embedded android applications** and improving the **custom version of AOSP for cars**
- Developing **AR/VR applications** from scratch and **involving new partners** for the company
- Participating in **Open Source** projects (**40+ github stars**, successful contributions to libraries) and community (**StackOverflow 1.5K+ reputation**)
- Understanding of **release processes** (Google Play, App Gallery), **CI/CD mobile team pipelines**

Skills & Tools

Kotlin | Android Development | MVVM Architecture | Jetpack Libraries | Android SDK | Kotlin Coroutines | Kotlin Flow | Unit Testing | Instrumentation Testing | RESTful APIs | Multithreading | Performance Optimization | Memory Management | Jetpack Compose | Custom UI Components | UI Design Principles | Mobile CI/CD | Build Automation | Deployment Automation | WebSockets | Published Apps | Cross-functional Collaboration | Technical Leadership | Project Ownership | Real-time Interaction | Mobile Performance | Modern Android Architecture | Asynchronous Programming | Clean Code | Mobile UX | Resource-constrained Environments | TDD

Work experience (Most recent employment)

Senior-Principal Software Engineer, BMW/Paradox Cat, 05/2023 – Present

Development and support of the BMW and MINI Android HMI system built into the car. Work with custom embedded **phone application** with Wifi/Bluetooth based and **system Radio app**. I worked with Unreal Engine/Unity for 6 months on the development of VR/AR applications for Meta Quest as a prototype for the company's new product. I develop and promote new startups within the company.

- Improving application stability (Crashrate), Unit test coverage
- Working with system apps and modification of custom AOSP impl.
- Creating/Improving system features
- UX/UI expertise, tasks estimate
- Supporting documentation

 Some achievements:
- **Decrease ≈50% build time** for the whole team
- 80% project refactoring, which **reduced** the incoming **flow of bugs by more than 3 times**
- Added special display emulation when hardware was unavailable (Influenced all QA teams)
- Created a new AR/VR project for the company and became a local expert on AR/VR stacks
- Added support for a new bluetooth device type (AOSP modification + new app for all BMW model ranges)

Lead Android developer (Core team), Ozon, 02/2022 – 05/2023

The biggest NASDAQ listed e-commerce IT company in Russian and the nearest countries. Highly loaded application with 50M+ downloads in Google play.

- Improving general application stability (Crashrate), Unit test coverage and etc.
- Assistance in the work of feature teams
- Optimizing application speed and startup metrics (Start time, decoding time, scroll hitch rate, page time and etc.)
- Conducting technical interviews (Senior/Leads)
- Creating/Improving system components for feature teams

- Supporting internal company libraries and CI/CD (Push, Analytics, UI-KIT, Gradle plugin, etc.)
- UX/UI expertise, tasks estimate

Some achievements:

- **Reduced application start time by ≈800 ms** by improving decoding and view optimization
- **Reduced feature deploy time** in the ui **internal library by ≈12-16%** by git submodule integration
- Made it possible to use the app for the visually impaired by refactoring the system to transfer data for auto testing
- Integrated encryption and token hiding to **ensure security**

Senior Android developer, [VTB Investment](#), 01/2021 - 02/2022
One of the largest banks in Russia, where on one project I worked with 90+ Android developers. Big application with 10M+ downloads.

- Improving the stability of my module (Crashrate), Unit test coverage.
- Implementation of new features (precious metals deals feature)
- Support/refactoring module architecture
- Communication with designers and backend developers
- UX/UI expertise, tasks estimate, technical interviewing

Some achievements:

- Redesigned architecture of my team module to MVI from MVVM
- Improved team module crash rate by 0.12% (99.93% was 99.81%) by legacy refactoring
- Removed obsolete components that do not match the design system
- Refactored product detail page that increased product traffic by ≈6%

Android developer, [Touch Instinct](#), 05/2019 - 06/2021
Outsource company, that develops applications for big companies with 1M+ downloads. Developed applications with a focus on security and smooth user experience (projects: Megaphone.Bank, Lukoil, Soglasie, Moneta Wallet, Cryptonator, MIR loyalty)
Some achievements:

- Developed architecture for a new project (almost MVI with android specific improvement)
- Designed application deploy process and new project creation process
- Automatized the sms delivery process for two-factor authorization with telegram bot

Education and skills

2020–2021 Helsinki, Finland	Metropolia University of Applied Sciences (1S) , BSc Computer Science
2017 - 2021 Saint-Petesburg, Russia	ITMO University, BSc Computer Science

Languages
Russian (Native), English (Fluent), Deutsch (Pre-Intermediate)

Soft Skills
solve problems | flexibility | collaboration | mentoring | work ethic | organized | detail-oriented | entrepreneurial | responsible | autonomous | learning | Team Collaboration | high-scale products | self-organized | lead & support teams |