

Dr. Viacheslav Filonenko

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Portfolio: www.vfilonenko.com

Profile

I am passionate about creating software that makes our everyday life easier or lets us have new experiences. My imagination and engineering mindset help me come up with unique viable solutions and my high self-motivation and technical skills help me implement them without cutting corners. My experience working as a lecturer gives me valuable mentorship, leadership and conflict resolution skills.

With recent experience as an **Android developer**, I have successfully maintained, improved, debugged, and refactored a sophisticated security-oriented Android app. I have prototyped, developed, tested, and deployed new features, and routinely worked with **Bluetooth and NFC** protocol stacks. Additionally, I have maintained Google Play store presence for multiple apps and performed various **UX** tasks, including creating sketches and prototypes using **Adobe XD**.

I use modern AI-assisted development tools for code generation, debugging, technical research, and faster prototyping while maintaining strong engineering judgment and code quality. Recently, I have been using **Kotlin Multiplatform (KMP)** to create and deploy apps for both Android and iOS.

Skills

Android Studio, Kotlin, Coroutines, Jetpack Compose, Kotlin Multiplatform (KMP), Koin, Java, BLE, NFC, Google Play Console, Codex, Firebase, Mobile Monetization, Figma, Adobe XD, SQL, Git, Jira, C#, Unity, Blender, Python, Javascript, HTML, CSS

Work Experience

Feb 2022 – present **Android Developer**, Bitwards, Upseerinkatu 1-3, FI-02600 Espoo, Finland

- Designed and implemented multiple new features and product improvements
 - Universal Identity Card functionality and onboarding
 - Collaborated with partners and stakeholders to develop a Dashboard-style home screen that improved UX by reducing clutter
- Improved performance, stability, and overall app responsiveness
 - Multiple stability fixes across UI, synchronization, and lifecycle edge cases
 - Improved UI responsiveness and app startup time
 - Improved handling of long-running app sessions
- Reworked synchronization, offline capability, and client-server consistency
 - Fully reworked background synchronization using modern Android APIs
 - Prevented overlapping sync operations and improved reliability
 - Improved behaviour during extended offline periods

- Improved authentication, session handling, and security-related flows
- Redesigned logging, diagnostics, and developer tooling
 - Completely reworked logging system end-to-end: log generation, offline caching, filtering, sorting, in-app display, and Kibana integration
 - New Log View with improved categories and color coding
- Improved Bluetooth and NFC functionality and reliability
 - Improved proximity detection and RSSI-based filtering
 - Handled edge cases such as slow or failed resource access
 - Improved overall reliability of resource discovery and access flows
- Improved UI consistency and interaction stability
 - Prevented resource list reordering during user interaction
 - Reduced flickering and instability in resource discovery and sorting logic
- Maintained and scaled whitelabel application ecosystem
 - Designed, implemented and maintained multiple production whitelabels
 - Streamlined and improved the whitelabelling pipeline
- Prepared detailed documentation of functional and visual differences between Android and iOS apps to facilitate gradual design unification
- Worked in an agile environment using Jira, Confluence, and Bitbucket

Sep 2018 – Jan 2022 Associate Lecturer, Griffith College, S Circular Rd, Merchants Quay.

- Prepared and delivered OOP (Java) and Relational Databases (MySQL) lectures.
- Supervised MSBDM projects as well as BSCH final year projects that use a wide variety of modern technologies such as Android, Python, MongoDB, Angular.js, TensorFlow.

2011 – 2019 Technical Advisor, Buysycle, 590 Castro St., Mountain View, CA, USA

- Helped the team to develop a system for brick and mortar stores that enhances the shopper's experience by tracking his/her position, what products they are currently looking at and provide them with customized relevant information about the product and how it matches a shopper's needs, goals and circumstances.
- Advised on implementing ultrasound positioning systems.
- Carried out and documented experiments with mobile phones and sound hardware.

Sep 2013 – Aug 2018 Assistant Lecturer, Dublin Institute of Technology, Aungier Street.

- Prepared and delivered lectures for a range of IT subjects on BSc and MSc courses.
- Subjects that were taught include Java (OOP and multithreading), Web development, JavaScript, client-server model, Python, computer technology, database design.
- Supervised and advised students doing final year projects.

Education

2020 – 2021 Professional Diploma in UX Design, UX Design Institute

Jan – Dec 2015 PgDip Learning & Teaching, Dublin Institute of Technology, Aungier Street.

2008 – 2012

PhD, Dublin Institute of Technology, Aungier Street.

Asynchronous Ultrasonic Trilateration for Indoor Positioning of Mobile Phones

- Developed and tested an indoor positioning approach with sub-meter accuracy that uses Time Difference of Arrival of an ultrasound signal produced by a mobile phone speaker.
- Developed real-time ultrasound signal detection and delay measurement using four channel input from a soundcard.
- Positioning system developed using Java and Android SDK in Eclipse, processed and analyzed sound using Praat and Wavelab.

2003 – 2007

BSc (Hons) Computer Science, Dublin Institute of Technology, Kevin Street.

Personal Projects

Shopping Tiles

<https://play.google.com/store/apps/details?id=com.fva.shopping>

<https://apps.apple.com/us/app/shopping-tiles/id6760037865>

- Designed using Figma a fast, visual, and highly customizable shopping list app that overcomes the biggest hurdle by introducing image-based tiles.
- Implemented using Kotlin Multiplatform and Compose Multiplatform, available both on Android and iOS.
- Features image/text/hybrid variable-length tiles, drag & drop list customization, light & dark modes, importing custom images, suggests relevant images as you type.

Ray Breaker

<https://play.google.com/store/apps/details?id=com.fva.raybreaker>

- Designed, developed, published and monetized an innovative mobile game.
- The game features seamless random level generation and custom-built ray casting, collision, reflection and particle systems.
- Created all graphical assets (except origami) from scratch.
- Developed using Java, Android without the use of a 3rd party engine or libraries.
- Monetized using Google Ads and IAPs, playerbase analysis implemented using Firebase.
- Features Google Games integration (Leaderboards and Achievements).

Interests, Skills & Achievements:

- Designed and implemented an Access DB for the parent's clinic.
- Developed "Flood Wars" game for Android with **100,000+ downloads**:
<https://play.google.com/store/apps/details?id=com.fva.flood.wars>
- Other interests: fitness, human neocortex, video games, 3D modelling in Blender, soldering, scale modeling, photography.