

ALEKSEI PASHKIN

STAFF MOBILE ENGINEER | ANDROID & KOTLIN MULTIPLATFORM

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Location: Belgrade, Serbia (open to on-site) | Relocation: EU only | Remote: worldwide

PROFESSIONAL SUMMARY

Staff-level mobile engineer with 9+ years of experience building high-performance Android applications for 150M+ users across leading tech companies. Specialized in Kotlin, Jetpack Compose, and Kotlin Multiplatform with proven expertise in scalable architecture design, team leadership, and performance optimization. Currently owning mobile architecture for a domain of a cross-platform KMP super-app where 100+ engineers ship from a single shared codebase under an AI-first engineering process. Successfully led technical migrations and mentored development teams while delivering applications that generated tens of millions of dollars in monthly revenue.

KEY ACHIEVEMENTS

- Grew Food.ru from 100K to 2M+ active users; improved crash-free sessions from 97.5% to 99.76% and page load times by 60% (X5 Digital)
- Architected BNPL payment system processing \$20M+ monthly transaction volume (Yandex Market)
- Own mobile architecture for a domain of a Kotlin Multiplatform super-app uniting four retail businesses, where 100+ engineers ship from one shared codebase under an AI-first engineering process (X5 Digital)
- Mentored 6 Android developers across two companies; led Kotlin migration and established code review standards

TECHNICAL SKILLS

Languages: Kotlin, Java, SQL

Android: Jetpack Compose, Android SDK, Room, WorkManager, Paging Library, ViewModel, LiveData, Navigation Component

Architecture: MVVM, MVI, Clean Architecture, Multi-module Architecture, Dependency Injection

Frameworks: Kotlin Multiplatform (KMP), Jetpack Compose Multiplatform

AI-Assisted Development: AI coding agents, MCP integrations, agent-legible documentation, automated code review, AI-first team workflows

Dependency Injection: Dagger 2, Hilt, Koin

Reactive Programming: Kotlin Coroutines, Kotlin Flow, RxJava

Networking: Retrofit, OkHttp, Ktor

UI Libraries: Epoxy, Moxy, Material Design

Firebase: Cloud Firestore, Cloud Messaging, Analytics

Testing: JUnit, Mockito, Unit Testing

Tools: Git, Gradle, Android Studio, CI/CD (GitLab CI), Figma

Backend Technologies: RESTful APIs, WebSockets, Server-side development

Methodologies: Agile, Scrum, Code Review, Technical Leadership

PROFESSIONAL EXPERIENCE

Staff Mobile Developer (KMP) · X5 Digital

2025 – Present

Staff engineer owning the mobile Food domain of X5's super-app — a Kotlin Multiplatform platform built from scratch to unite four retail businesses, launching in 2026, with merged iOS and Android teams and 100+ engineers working in one shared codebase. Features ship to production ahead of the super-app launch through integration into X5's existing retail apps.

Key Contributions:

- Own architecture and technical direction for the mobile Food domain within a codebase shared by 100+ engineers across four teams, working within a module-level isolation scheme that keeps cross-team collisions minimal

- Architected a fully shared business-logic layer in Kotlin Multiplatform — iOS and Android diverge only in platform implementation (navigation, UI), eliminating duplicate feature work across platforms
- Lead the integration of Food features into X5's already-launched retail applications, currently driving the active rollout into the Pyaterochka app
- Lead an AI-first development process: designed the harness that lets AI agents implement features reliably, with humans owning specification and final review — now the team's default delivery path
- Made the codebase agent-legible through deliberately placed and sized Markdown documentation, custom skills, and MCP integrations giving agents access to tickets, product documentation, and merge requests
- Established quality gates for AI-generated code — automated test coverage, CI/CD, dedicated reviewer agents, and mandatory human review on every merge request — and restructured task decomposition around module and layer ownership, eliminating the merge conflicts caused by fine-grained parallel work
- Drove adoption of Compose Multiplatform for shared UI where platform parity allows, keeping navigation and platform-specific surfaces native

Technologies: Kotlin Multiplatform, Compose Multiplatform, Kotlin, Coroutines, Flow, Clean Architecture, Multi-module Architecture, CI/CD, MCP, AI development tooling

Senior Android Developer · X5 Digital

February 2022 – 2025

Led Android development for Food.ru application (5M+ downloads) using Kotlin and Jetpack Compose, managing team of 5 developers and driving technical excellence across all mobile initiatives.

Key Contributions:

- Architected and implemented e-commerce marketplace from scratch, increasing user base from 100K to 2M+ active users
- Designed advanced search system with sophisticated filtering architecture, improving search relevance by 85%
- Led complete UX redesign multiple times, resulting in 45% improvement in user engagement metrics
- Optimized application performance: improved crash-free sessions from 97.5% to 99.76%, increased FPS from 45 to 120 through recomposition optimization
- Reduced page load times by 60% through lazy loading implementation and render optimization
- Implemented multi-module architecture based on Clean Architecture and MVVM with custom composition-based ViewModel logic
- Utilized Koin for dependency injection across multi-module architecture, ensuring clean and maintainable DI configuration
- Eliminated circular dependencies and optimized module structure, reducing build time by 25%
- Configured and maintained CI/CD pipelines using GitLab CI for automated testing and deployment
- Mentored team of 4 Android developers, conducted code reviews, and established technical standards
- Collaborated with cross-functional teams including iOS, backend, design, and product management

Technologies: Kotlin, Jetpack Compose, MVVM, Clean Architecture, Coroutines, Flow, Koin, Retrofit, Room, Paging 3, GitLab CI

Senior Android Developer · Yandex Market

January 2021 – January 2022

Developed and optimized payment and financial services features for Yandex Market (50M+ downloads), one of the largest e-commerce platforms.

Key Contributions:

- Architected and integrated Yandex Payment SDK enabling BNPL (Buy Now Pay Later) functionality processing \$20M+ monthly transaction volume, working closely with the Payment SDK team to resolve critical production issues
- Improved payment success rate from 89% to 96.5% through robust error handling and retry mechanisms
- Accelerated payment flow completion time by 3x through API optimization and streamlined user experience
- Achieved 100% unit test coverage across all payment-related features
- Led migration of 10% of Java codebase (out of 30% total Java code) to Kotlin and replaced RxJava components with Kotlin Coroutines, reducing technical debt
- Mentored 2 middle Android developers through onboarding and technical skill development

Technologies: Kotlin, Java, RxJava, Kotlin Coroutines, Dagger 2, JUnit

Middle Android Developer · Wildberries

August 2020 – January 2021

Developed and optimized features for Wildberries e-commerce application (100M+ downloads). Optimized the main page and search results screens with the Epoxy library, reducing rendering time by 30% and improving scrolling performance, and implemented complex dynamic UI components for product catalogs. Ensured application stability under high user loads through performance profiling and optimization.

Technologies: Kotlin, Coroutines, Epoxy, Moxy (MVP), Dagger 2, Retrofit

Junior/Middle Android Developer · Lenremont

March 2017 – August 2020 | Saint Petersburg

Sole Android developer for a service technician management platform. Rebuilt the entire application from scratch over an 18-month period while keeping the existing production app running, migrating from legacy Java with socket-based architecture to modern Kotlin with Jetpack components. Also maintained the server-side Java application and optimized SQL queries.

Key Contributions:

- Improved crash-free rate from 96% to 99.8% through robust error handling and architecture improvements
- Designed and implemented real-time planner-calendar using Firebase Cloud Firestore with cross-device synchronization

Technologies: Kotlin, Java (Android & Backend), Jetpack Components, Room, Firebase (Cloud Firestore, Cloud Messaging), SQL

EDUCATION

ITMO University, Saint Petersburg

- Master of Science in Infocommunication Technologies and Communication Systems, 2017
 - Bachelor of Science in Infocommunication Technologies and Communication Systems, 2015
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CERTIFICATIONS & TRAINING

- **Computer Technology Training Center** | Programming Specialist | 2011

Comprehensive training: C#, Delphi, Visual Studio, DirectX, SQL Server, HTML/CSS, JavaScript, COM Technologies

- **Yandex School of Mobile Development** | 2015
 - Regular participant in Android development conferences and meetups
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PERSONAL PROJECTS

Cross-Platform Mobile RPG Idle Game | In Development (Alpha Stage)

- Developing cross-platform mobile RPG game using Kotlin Multiplatform and Jetpack Compose Multiplatform
 - Implementing client-side application for iOS and Android with shared business logic
 - Building backend server infrastructure using Kotlin
 - Exploring advanced KMP architecture patterns and cross-platform UI development
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LANGUAGES

- **Russian:** Native
 - **English:** Upper-Intermediate (B2)
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ADDITIONAL INFORMATION

- Open to Product Company and Consulting/Outsourcing opportunities
- Based in Belgrade and open to on-site work there; available for relocation to EU countries; open to fully remote roles worldwide