

Evgenii Sokol

Android Developer · Kotlin Multiplatform Developer

- Android
- Kotlin
- KMP
- Jetpack Compose
- Clean Architecture

Location	Batumi, Georgia	Phone	+995 595 58 20 43
Email	e.sokol.dev@gmail.com	Format	Remote / Open to travel

Summary

5+ years of commercial Android development experience, 11 years in the mobile development industry. Hands-on experience with Kotlin Multiplatform, Jetpack Compose, and modern Android architecture patterns. Skilled in building production apps from scratch and maintaining large-scale legacy codebases. Experienced as a deputy team lead and product owner. Open to full-time and part-time remote positions.

Experience

Radio Record

Sep 2025 – Present

Android Developer

Maintaining a legacy project (Java, Butter Knife, Room) and integrating the Yandex Ad system. Refactoring and optimizing the existing codebase. Building a brand-new app from scratch using Jetpack Compose with audio streaming via ExoPlayer/Media3, including an Android Auto module.

 Radio Record

Strekoza Logistics

Feb 2024 – Sep 2025 (1 year 8 months)

Android Developer

Developed a logistics and freight delivery app: real-time geolocation and route building, driver-customer chat, freight listings, driver postings, and more.

 Strekoza Logistics

Dobrodel (Government Services)

May 2022 – Feb 2024 (1 year 10 months)

Android Developer

Served as deputy team lead: took on major features, decomposed tasks, and coordinated the team. Worked on a large-scale government services application.



Dobrodel

Electrolux

Nov 2021 – Apr 2022 (6 months)

Android Developer

Developed the Electrolux OneApp in a large team (~60 people). Daily standups, pair programming, brainstorming sessions, two-week sprints with planning and retrospectives. Worked within a UDF/Redux architectural pattern.



Electrolux

Punic App

May 2020 – Nov 2021 (1 year 7 months)

Android Developer

Developed Whoosh (scooter sharing) and Invitro (medical laboratories) apps. MVI, MVVM, ViewModel, Data Binding, Kotlin Multiplatform, Dagger Hilt, GitLab, GitFlow.



Whoosh



Invitro

Electric Shield

Oct 2019 – May 2020 (8 months)

Product Owner

Designed the product vision and technical architecture for E-ear, a cloud-based high-load audio/video surveillance service. Took the project from concept to a fully specified product ready for outsource development.

Ginza Project

Jun 2013 – Oct 2019 (6 years 5 months)

Sound Engineer

Concert and touring sound engineer. Worked with bands including Chizh & Co., Affinazh, Vitaly Aksenov, Brigadny Podryad, Walking Across Jupiter, Audio-Fax and others. Composed music for films, games, and private commissions, including arrangements. Responsibilities: control, diagnostics, setup, transport, and operation of sound equipment; stage assembly and technical rider preparation; cabling, patching, and tuning; sound control in indoor venues and open-air events; managing stage technicians; DJing; interaction with artists and speakers; tuning professional equipment and solving complex technical challenges. Also led master-classes and one-on-one private lessons in English on sound engineering principles, sound processing, and music production in DAWs.

Skills

Languages & Platforms

Kotlin Java Android SDK
Kotlin Multiplatform (KMP/KMM)

UI Frameworks

Jetpack Compose
Compose Multiplatform XML Views
Material Design 3 SwiftUI

Architecture

MVI MVVM Redux / UDF
Clean Architecture SOLID
Multi-module

Async & Concurrency

Coroutines Flow / StateFlow RxJava
Channels

Networking

Retrofit OkHttp Ktor REST API
WebSocket GraphQL gRPC

Storage

Room SQLDelight Firebase
DataStore SharedPreferences

DI & Testing

Koin Dagger Hilt JUnit MockK
Espresso Robolectric

CI/CD & Tools

Git GitFlow GitHub Actions
Jenkins TeamCity Fastlane
Gradle KTS

— Published Apps

Radio Record	Google Play ↗	Dobrodel	Google Play ↗
Invitro	Google Play ↗	Whoosh	Google Play ↗
Strekoza Logistics	Google Play ↗		

— Education

Saint Petersburg University of Telecommunications	2012
Audio-Visual Technics, Sound Engineer	
Professional Development	
CS50 — Computer Science (edX, 2016)	JavaRush — Java Fundamentals (2016)
Android Academy — Fundamentals (2021)	Podlodka — Jetpack Compose Week (2022)
Google — Android with Kotlin (Udacity)	Ongoing — YouTube, conferences, books

— Languages

English	B2 — Upper-Intermediate
Russian	Native