

Dmytro Barannik

Android Developer

Ukraine · Available for full-time remote work · B2B

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dvybarannik.github.io · linkedin.com/in/dmitry-barannik · github.com/KaKyHaC · [Google Play portfolio](#)

PROFILE

Android developer delivering Kotlin and Java applications since 2017 across streaming, healthcare, connected devices and independently published products. Combines hands-on feature development with legacy modernization, release ownership, code review and mentoring.

Kotlin · Jetpack Compose · Coroutines & Flow · Android TV · Media · Device integration

25,000+ Google Play downloads	2017-present Android delivery	Mobile · TV · Devices Production contexts
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CURRENT PRODUCT WORK

Dimalina Studio Independent Product Developer & Publisher

Sep 2017 - Present · Current independent product work

- **Published and maintained a portfolio of Android products** with 25,000+ cumulative Google Play downloads, owning product design, implementation, monetization and release support.
- **Tic-Tac-Toe: 3 Player Game** reached 10K+ downloads; built local, online and ranked play, Firestore synchronization, configurable AI opponents and a Jetpack Compose UI.
- **People Notes: AI Agent CRM** shipped an offline-capable personal CRM with cloud sync, reminders and Play Billing; integrated Gemini to interpret requests and propose contact or event changes for user review before saving.

COMMERCIAL ANDROID EXPERIENCE

MEGOGO Android Developer

Mar 2025 - Nov 2025

- **Modernized production UI** by migrating legacy XML screens to Jetpack Compose across the mobile and Android TV streaming application.
- **Implemented playback and access flows** for channel availability, purchase handling and parental controls in a large streaming product.
- **Built acquisition and navigation paths** with Install Referrer, custom URI schemes, improved error handling and multi-module navigation fixes.

CHI Software Lead Android Developer / Android Developer

Sep 2020 - Mar 2025

- **Delivered Android applications** for healthcare, smart home and field inspection products using Kotlin, MVVM, Clean Architecture, Coroutines and Flow.
- **Integrated camera and native processing** with CameraX/Camera2, geotagged media, Room and a C++ OCR engine connected through JNI/NDK.
- **Led Android delivery on Smart Home** reviewing code, mentoring developers and establishing build and deployment pipelines.

Nitrix Studio Android / Flutter Developer

Aug 2018 - Aug 2020

- **Built native Android and Flutter applications** using Kotlin, Java, Dart, MVVM/MVP and BLoC with REST APIs, WebSockets and local persistence.
- **Delivered media experiences** with ExoPlayer playback, offline downloads, Android Auto integration and Android TV adaptation.

EARLIER COMMERCIAL EXPERIENCE

IT Company **Android Developer**

Sep 2017 - Jun 2018

- **Developed LiftApp elevator dashboards** in Java with a native C++ SerialPort library for continuous FT232 hardware communication.
- **Built device-management workflows** for Wi-Fi Direct remote configuration, boot handling and automated application updates on installed tablets.

TECHNICAL CAPABILITIES

Android & UI	Kotlin, Java, Android SDK, Jetpack Compose, XML Views, Material 3, Android TV
Architecture & async	MVVM, MVI, Clean Architecture, Coroutines, Flow, RxJava, Dagger/Hilt, Koin
Data & integration	Room, Retrofit, OkHttp, REST, WebSockets, Firebase, WorkManager, Play Billing
Media & devices	ExoPlayer, Android Auto, CameraX/Camera2, BLE, Wi-Fi Direct, NDK/JNI
Quality & delivery	JUnit, Mockito, Robolectric, debugging, code review, CI/CD, Google Play releases
AI-assisted delivery	Task decomposition, implementation and test drafting, code review, build and behavior validation

ADDITIONAL PUBLISHED PRODUCTS

Brainrot Clicker: Aura Farming **Solo Android Developer**

Feb 2024 - Present

Built an offline-capable idle game with modular characters, progression systems, Firebase Analytics, Remote Config, Crashlytics and automated localization support.

Lucky Loot Boxes **Solo Android Developer**

May 2026

Implemented a collection and probability-driven game with Compose animations, Play Games cloud sync, achievements, leaderboards, AdMob and Play Billing.

EDUCATION

PhD (Doctor of Philosophy) · Electronic Communications and Radio Engineering

Kharkiv National University of Radio Electronics (NURE) · 2020-2025

Master's Degree (With Honours) · Computer Engineering

Kharkiv National University of Radio Electronics (NURE) · 2018-2019

Bachelor's Degree · Computer Engineering

Kharkiv National University of Radio Electronics (NURE) · 2014-2018

TEACHING & APPLIED RESEARCH

KhNUIA · Associate Professor at the Department of Combating Cybercrime

Sep 2026 - Present

MITI · Lecturer at the Department of Communication Systems and Networks

Aug 2025 - Sep 2026

PhD research in steganographic coding and secure video transmission. Co-inventor of utility model patent **UA No. 144599** (2020): Method of non-equilibrium positional coding to reduce the information intensity of the video stream.

ADDITIONAL ENGINEERING & LANGUAGES

Additional hands-on work: Kotlin Multiplatform, Flutter/Dart, Next.js/Astro, C++20 and ESP32/LoRa.

Languages: English - B2 (Upper-Intermediate); Ukrainian - native.