



Boris Varshaver

Product Engineer

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About

Senior Android Developer with over 9 years of commercial experience — from POS terminal payment systems and enterprise MRM solutions to consumer apps and games.

I'm fascinated by the intersection of mobile development and AI. I actively use AI tools (Claude Code, n8n, LLM APIs) in my daily workflow.

I love automating and organizing — I have several Telegram bots for personal databases: calendar, recipes, shopping.

I'm writing a life simulation: cells, rules, emergent behavior — it's fascinating how simple algorithms give rise to complex systems.

Outside of code, I play guitar, jaw harp, and hang drum, write poetry, and travel. I climbed Elbrus, did mountaineering, rock climbing, and flew a paraglider. Curious about space, philosophy, and psychology. Learning English (B1) and Spanish (A2) — I want to visit Peru.

Work & Projects

03/2025 – Present
Remote

Nadeks

Senior Android Developer

ARIASOFT.POS / ARIASOFT.T2P

Feb 2020 – Present (started at Mahuru)

Corporate payment application for 9+ hardware platforms with unified business logic and a public SDK for third-party integrators.

- Designed Multihal architecture, eliminating separate builds per terminal — single APK for the entire device fleet
- Integrated server-side JSON offline flow and implemented client-side state handling for logic management without network
- Introduced JavaPoet-based code generation system to standardise security auditing at compile time
- Extended JNI layer when adding new Java classes, implemented tasks in C++
- Integrated biometric transaction authorisation
- Implemented support for several POS protocols
- Refactored command processing subsystem and logical core
- Configured ProGuard obfuscation to protect payment protocols from reverse engineering

Technologies: [Kotlin] [Java] [C/C++] [Android] [Room] [Retrofit] [Sentry]

08/2019 – 03/2025
Remote

Mahuru

Senior Android Developer

Insurance Backend

Jun 2024 – Sep 2024

Corporate backend for a large insurance group — microservice system on Kotlin/Spring; contributed to domain service development.

- Fixed a race condition in the service layer: parallelized independent data processing, eliminating thread blocking

- Implemented a full vertical slice: Controller → Service → Repository with JPA/PostgreSQL

Technologies: [Kotlin] [Spring Boot] [Spring WebFlux] [Kafka] [PostgreSQL] [JPA]

HALK-Pay

May 2021 – Dec 2023

Digital wallet Android app for a large bank with NFC payments via HCE.

- Designed and implemented NFC HCE service — the core business feature: implemented the interaction protocol with payment terminals
- Introduced independent native security modules (NDK/C): implemented a modular system for detecting compromised environments — shipped as independent Android libraries
- Implemented multi-layer security: channel protection, secure data storage, protected payment data handling at UI level, user data encryption
- Configured obfuscation and code protection for production builds — which enabled the app to be published on Google Play
- Refactored MVVM architecture: extracted shared logic into base ViewModels and fragments, added card data validation

Technologies: [Kotlin] [C/C++] [Android] [Hilt] [Retrofit] [RxJava] [DexProtector]

Enterprise MRM

Aug 2019 – Jun 2021

Enterprise MRM application for one of the largest retailers in Russia; client-side development from scratch within a mobile team.

- Designed and built 15+ screens: task/meeting/assembly management, custom calendar (year/month/week), file constructor with spreadsheet editor, search across tasks/attachments/people
- Integrated enterprise MDM to secure the communication channel and enforce access control in an enterprise environment
- Implemented offline-first architecture with local cache (Room) and synchronization via Retrofit/OkHttp

Technologies: [Kotlin] [Android] [Coroutines] [Retrofit] [Room] [Koin] [Moxy]

GameCash

Aug 2019 – Mar 2020

Crypto gaming platform with lobby system and BTC/ETH wagering — built the Android app from scratch to production.

- Designed and implemented full client: game lobbies with configurable parameters, crypto wallet management (deposit/withdrawal), 2FA authentication
- Built the network layer on OkHttp and local storage on SQLite: game state sync, transaction history
- Independently shipped the product to production — from first commit to release

Technologies: [Java] [Android] [OkHttp] [SQLite]

11/2017 – 01/2019
Remote

Freelance

Android Developer

MaybeCoffee

Nov 2017 – Jan 2019

Two Android applications for a dating service with a "meet for coffee" concept — user app and coffee shop staff app.

- Implemented end-to-end user flow: profiles, partner search on map, geo-based mini-chats
- Developed in-chat order and payment module, including history, status tracking
- Implemented coffee shop staff app: order queue, status management, loyalty programme
- Brought both apps to production-ready state

Technologies: [Java] [Android] [Firebase] [Google Maps] [Retrofit] [SQLite]

05/2017 – Present

Boris Portfolio

Mar 2026 – Present

Personal portfolio website: single-page SPA with bilingual interface (EN/RU).

- Built a custom i18n system on React Context without external libraries
- Developed animated particle background with scroll and mouse reactivity (Canvas API) + scroll-triggered section animations (Framer Motion)
- Configured deployment on Vercel with SEO meta tags, Open Graph and built-in analytics

Technologies: [TypeScript] [Next.js] [React] [Tailwind CSS] [Framer Motion]**AI Personal Agent**

Apr 2025 – Present

Private AI assistant for everyday life — manages calendar, purchases, and recipes in Notion via natural language.

- Built multi-step n8n workflows: intent classification → tool routing → Notion API calls
- Integrated LLM as the orchestration layer: the agent parses free-form messages, extracts structured data, and dispatches CRUD operations across multiple Notion databases

Technologies: [Python] [n8n]**Simulation of Life**

Sep 2025 – Present

Desktop evolutionary simulation — full cycle from architecture to multiplatform build.

- Designed Data-Oriented ECS from scratch: flat primitive arrays instead of objects, stateless engines, O(1) entity creation/destruction without allocations in hot path
- Developed genomic system with inheritance and mutation (~3% per byte), modeling natural selection through competition for light

Technologies: [Kotlin] [LibGDX]**Amazonica**

Dec 2024 – Jan 2025

Android e-commerce app: catalog, cart, auth — built from scratch as a Jetpack Compose learning platform.

- Designed single-module Clean Architecture with data / di / ui layers and a shared BaseViewModel with centralised error handling
- Implemented nested navigation across three NavGraphs (Main / Auth / Catalog) and the Container/Stateless pattern for Compose Preview support
- Introduced RepositoryResult<T> wrapper to isolate UI from data sources (Retrofit + Room + SharedPreferences)

Technologies: [Kotlin] [Android] [Jetpack Compose] [Navigation Compose] [Coroutines] [Retrofit] [Room] [Koin] [Coil]**Poet Helper**

May – Nov 2017

Android app for selecting rhymes and synonyms — diploma project, published on Google Play.

- Designed a rhyme and synonym matching algorithm from scratch: parsed multiple open dictionaries, populated a local SQLite database, and built search logic on top of it
- Independently learned Android development: UI architecture, Activity/Fragment lifecycle, multithreading, and data persistence

Technologies: [Java] [Android] [SQLite]

Skills

Languages

Kotlin, Java, C/C++, Python, TypeScript.

Security & Cryptography

Bouncy Castle, BER-TLV, ProGuard, DexProtector, JavaPoet.

Architecture & Patterns

MVVM, MVP, Command Pattern, State machine, Microservices, API Gateway, ECS, Data-Oriented Design.

Mobile

Android, Jetpack Compose, Navigation Compose, DataBinding, HCE, Room, Hilt, Koin, Moxy, Coroutines, RxJava, EventBus, Glide, Coil, Facebook Shimmer, ZXing, VisionLabs, LibGDX.

Backend

Spring Boot, Spring WebFlux, Kafka, PostgreSQL, SQLite, JPA, Liquibase, Testcontainers.

Infrastructure & DevOps

Gradle, Firebase, Google Maps, Sentry.

Networking & Serialization

Retrofit, OkHttp, Gson.

Frontend & Web

Next.js, React, Tailwind CSS, Framer Motion.

AI & Automation

n8n, Claude Code.

Education

2015 – 2020

Samara, Russia

Bachelor of Science in Computer Science

Volga State University of Telecommunications and Informatics

2016 – 2017

Remote

Java Development Course

JavaRush

Languages

English

B1

Spanish

A2