

NIKITA GLAZKOV

Senior / Lead Android Engineer

Limassol, Cyprus · biggemott@gmail.com · [LinkedIn](#) · [Portfolio](#) · [Telegram](#)

PROFESSIONAL SUMMARY

Senior / Lead Android Engineer with 13+ years of native Android experience and 5+ years of hands-on technical leadership across consumer media, fintech, banking and custom Android platforms. Strong in Kotlin/Java, Jetpack Compose, Coroutines/Flow, mobile architecture, media, real-time data, testing and release delivery. Personally hired and mentored eight engineers across two leadership roles while remaining 60-80% hands-on. Built and released an independently owned Android-first Kotlin Multiplatform product with shared Compose UI, a validated native iOS shell and a public Google Play release.

CORE EXPERTISE

- **Android:** Kotlin, Java, Jetpack Compose, Android Views, Coroutines, Flow, Navigation, WorkManager, notifications
- **Architecture:** MVVM with selected MVI patterns, MVP, unidirectional data flow, Clean Architecture, modularization, Dagger/Hilt, Koin, manual DI
- **Data & real-time:** Room, Retrofit, OkHttp, RxJava 2/3, REST APIs, WebSockets, local persistence, offline-first flows
- **Media & platform:** Media3, ExoPlayer, MediaCodec, MediaMuxer, FFmpeg, WebRTC, AOSP, SystemUI, Binder/AIDL
- **Testing & delivery:** JUnit, MockK, Mockito, Kaspreso, Kakao, UIAutomator, CI/CD, code review, release validation
- **Multiplatform:** Kotlin Multiplatform, Compose Multiplatform, shared ViewModels/navigation/domain workflows/persistence, native integrations

PROFESSIONAL EXPERIENCE

Interactive Standard / TapYou | Android Team Lead | Oct 2022 - Apr 2026

Limassol, Cyprus · Remote · [Google Play](#)

- Led Android development for a real-time social and video product; managed a team of up to three engineers, personally hired and mentored four developers and remained approximately 80% hands-on.
- Built native video import and splitting with MediaCodec and MediaMuxer; evolved video assembly/export from FFmpeg toward native processing and later Media3 Transformer.
- Implemented WebRTC communication features and a performant two-dimensional RecyclerView media grid for complex content browsing and selection.
- Led gradual modernization from MVP, Moxy, RxJava and Android Views toward MVVM, Coroutines and Jetpack Compose while continuing product delivery.
- Fostered an open, collaborative engineering environment where architecture decisions were discussed and shaped together while remaining grounded in production constraints.

BCS / BROKSTOCK | Head of Mobile Development / Android Team Lead | Jul 2020 - Jul 2022

Moscow, Russia · Remote · [Google Play](#) · [App Store](#)

- Joined at the idea and partial-UI stage as the first mobile engineer, established the Android foundation and helped build Android and iOS teams that delivered the first releases in around six months.
- Designed core Android architecture and foundational flows for authentication, market data, real-time WebSocket updates, chart integration and trading-related functionality.
- Personally hired four mobile engineers; teams grew to as many as three Android and three iOS developers.
- Combined technical leadership with approximately 60-80% hands-on engineering across architecture, product foundations, delivery planning and complex implementation work.

Raiffeisenbank | Senior Android Developer / Acting Android Community Lead | Aug 2019 - Jul 2020

Moscow · [Google Play](#)

- Developed customer-facing mobile banking functionality in the Online Sales team within a multi-module Kotlin application using RxJava, Dagger and MVP.
- Established an app-wide Android UI testing practice with Kaspreso, Kakao and UIAutomator, including reusable abstractions, helpers and rules integrated into CI.
- Served as Acting Android Community Lead, supporting shared engineering practices beyond the immediate product team.

Yandex - Yandex.Phone | Android Framework Developer | Oct 2017 - Feb 2019

Moscow · [Product overview](#)

- Worked in a small Android platform team and independently owned development and customization work across SystemUI, the lock screen, notifications, Dialer, Contacts and major parts of the first-run device experience.
- Integrated Yandex services into a custom Android device environment and worked below the application layer on production platform behavior.

YotaDevices - YotaPhone | Senior Android Developer | Oct 2015 - Oct 2017

Moscow · [Product overview](#)

- Developed system applications and device integrations including Dialer, Contacts, YotaHub, E-Ink widgets and SDK components using Java, Binder and AIDL.
- Delivered production YotaPhone 2 updates, including work on a major Android upgrade, and participated in YotaPhone 3 development.

SELECTED INDEPENDENT PROJECT

Cyprus Step-by-Step | Kotlin Multiplatform product | 2026

[Google Play](#) · [Portfolio case study](#)

- Built and released an Android-first Kotlin Multiplatform and Compose Multiplatform app with shared UI, navigation, ViewModels, domain workflows, content, localization and versioned local persistence; native reminder integrations remain platform-specific.
- Designed a data-driven guidance engine covering 18 procedures, 209 actionable steps, 51 personalization questions and 682 distinct checklist outcomes in English, Russian and Greek.
- Owned product concept, domain research, information architecture, implementation, testing, localization, signing and public Google Play release; used scoped AI-assisted implementation with independent review and human architecture/diff validation.

LEADERSHIP & DELIVERY

- Personally hired eight engineers across two product leadership roles and supported onboarding, mentoring, code review and growing technical ownership.
- Kept architecture decisions collaborative, translated product needs into scoped engineering work and aligned technical improvement with delivery priorities.
- Remained 60-80% hands-on across complex media, fintech, Android platform and Kotlin Multiplatform work rather than moving into coordination-only leadership.
- Use AI-assisted engineering as a bounded delivery workflow: structured requirements, scoped implementation, builds/tests, independent review, human diff/architecture review and manual validation.

EARLIER EXPERIENCE

Paymo - Android Developer | May 2015 - Oct 2015 - Payment-system SDK and customer account application.

KrikDesign Studio - Android Developer | Feb 2015 - May 2015 - Android application for Savvino-Storozhevsky Monastery.

Fahrbot - Android Developer | Feb 2013 - Jun 2014 - Development and support of multiple consumer Android applications.

Freelance - Software Developer | Jan 2011 - Feb 2013 - Desktop and web projects using Java, Delphi, SQL, VBA and related technologies.

ASCON Group - Software Developer | Jun 2010 - Dec 2010 - Integration and support of the LOCMAN:PLM engineering data and product-lifecycle platform.

EDUCATION & LANGUAGES

Engineer in Microprocessor Electronics | National University of Science and Technology MISiS | 2009

Languages: Russian - Native · English - B2 / Upper-Intermediate