



# 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]

## Personal Projects

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