

Ilias Babaiev

Senior Mobile Engineer & Technical Lead

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Location: Bergen, Norway - open to remote work or relocation within Norway



PROFESSIONAL SUMMARY

Senior Mobile Engineer and Technical Lead with 15+ years of experience building production mobile products. My strongest background is Android engineering with Kotlin, architecture, SDK/API integrations, release ownership, and implementation quality. I also work across iOS, Flutter, payment terminals, white-label platforms, custom distribution, and custom Android/AOSP environments.

HIGHLIGHTS

- Android-first mobile engineer with broader iOS and cross-platform delivery experience.
- Hands-on developer who also supports architecture, code review, estimates, CI/CD, and releases.
- Experience with payments, POS/terminal integrations, travel, media, claims, analytics, and SDK/API work.

CORE SKILLS

Mobile	Kotlin, Android, Java, Dart, Flutter, KMP, Jetpack Compose, Swift, SwiftUI, iOS-native work
Architecture	Clean Architecture, modularization, MVVM, MVI, dependency injection, SDK/API design
Delivery	CI/CD, Firebase, REST APIs, Google Play, Apple App Store, custom stores, vendor distribution
Domains	Payments, POS, payment terminals, white-label apps, travel audio, digital publishing, claims, AOSP
Leadership	Code review, mentoring, estimation, planning, technical interviews, stakeholder communication

PROFESSIONAL EXPERIENCE

Diggecard Solutions - Lead Mobile Engineer

Jan 2023 - Jul 2026

- Owned mobile development for a multi-application gift-card service across Android, iOS, payment terminals, POS devices, and partner integrations.
 - Built merchant sales and redemption flows, terminal applications, CI/CD, release pipelines, and custom distribution paths.
 - Developed external API entry points that allow payment systems to invoke the app for gift-card payment flows.
 - Was responsible for mobile architecture, implementation quality, release readiness, and long-term maintainability.
- Technologies: Kotlin, Swift, Dart, Flutter, Android, iOS, CI/CD, Payment APIs, POS integrations

Bergen Apps - Senior Android Developer / Technical Lead

Aug 2020 - Jul 2026

- Developed and led mobile work across travel technology and digital publishing products.
 - Worked on Beat Technology white-label reading and listening apps used by customers such as Fabel and Adlibris.
 - Took a technical lead role on RoadSpot from solution design through architecture, CI/CD setup, implementation guidance, and delivery.
 - Coordinated with product owners, designers, testers, and developers while staying hands-on with implementation and code review.
- Technologies: Kotlin, Android, Dart, Flutter, Swift, Firebase, TypeScript, CI/CD

DataArt - Senior Android Developer / Team Lead

Dec 2015 - Aug 2020

- Delivered Android applications for enterprise and customer-facing products across multiple client domains.
- Combined hands-on development with team leadership, planning, estimation, research, and implementation guidance.
- Led Android teams of up to five developers and supported staffing through technical interviews.
- Promoted automated testing and maintainable Android architecture across client projects.

Technologies: Kotlin, Java, Android, Gradle, Groovy, automated testing, mobile architecture

Ciklum - Android Developer / Android Team Lead

Mar 2014 - Oct 2015

- Worked on Salesboard, a technically demanding mobile presentation platform for Sharewire.
- Built Android functionality for dynamically generated presentation interfaces and custom UI behavior.
- Took over Android team leadership as the project grew and coordinated technical decisions.
- Contributed to Android Maps Utils while solving mapping and clustering performance challenges.

Technologies: Java, Android, Google Maps, Android Maps Utils, Gradle, Groovy

NIX Solutions - Android Developer

Dec 2010 - Mar 2014

- Started as a Junior Android Developer and grew through practical work on client mobile projects.
- Built Android applications across different business domains during the early commercial Android period.
- Developed a foundation in native UI, data handling, application architecture, and platform integrations.

Technologies: Java, Android, Android SDK, SQL, Gradle, Groovy, AOSP

SELECTED PROJECT WORK

RoadSpot Audio Guide Platform

Travel audio-guide platform with multilingual, location-aware stories and creator tools for publishing guided routes.

- Led mobile architecture and delivery setup.
- Built cross-platform mobile app flows and integrated backend/release workflows.

Technologies: Kotlin, Dart, Swift, Firebase, TypeScript | Reference: [RoadSpot website](#)

Diggecard Gift Card Platform

Gift-card product covering merchant apps, terminal/POS flows, external payment-system integrations, and custom distribution.

- Owned the mobile service across several applications and device environments.
- Implemented gift-card sales, redemption, and payment-system initiated flows.

Technologies: Kotlin, Flutter, Dart, Swift, Payment APIs, CI/CD | Reference: [Diggecard website](#)

Beat Digital Reading and Listening Platform

White-label audiobook and ebook applications for digital publishing customers.

- Maintained shared Android code used across customer variants.
- Supported long-term releases and product evolution.

Technologies: Kotlin, Android, Gradle, REST APIs | Reference: [Beat website](#)

itel NOW Claims Platform

Claims platform for collecting property-damage information, sample workflows, reports, and lab-driven analysis needs.

- Maintained Android architecture and worked directly with lab stakeholders.
- Created a Kotlin DSL that generated JSON definitions for native Android/iOS sample collection flows.

Technologies: Kotlin, Android, Kotlin DSL, JSON-driven flows, Gradle | Reference: [itel NOW product page](#)

Salesboard Mobile Presentation Platform

Mobile presentation platform for dynamically generated Android presentation applications.

- Implemented custom Android UI rendering and mapping functionality.
- Led Android development as the project team expanded.

Technologies: Java, Android, Google Maps, Android Maps Utils, Gradle

Airport Network Analytics Platform

Custom Android/AOSP airport network analytics tools for multiple network service clients, including Boingo.

- Built system-service applications for custom Android-based devices.
- Integrated Wi-Fi and speed-test services and supported heatmap-based network load workflows.

Technologies: Android, AOSP, Kotlin, IronWiFi, Ookla Speedtest

Android Maps Utils Contribution

Accepted open-source contribution redesigning quad-tree clustering in Google Maps Android Utils.

- Improved clustering performance by approximately 20x.
- Prepared the contribution and handled open-source review feedback.

Technologies: Java, Android, Google Maps, algorithms | Reference: [Android Maps Utils pull request](#)

EDUCATION

Bachelor's Degree, Economics and Computer Science - National Aviation University of Ukraine

LANGUAGES

 **English** - Fluent

 **Norwegian** - Conversational

 **Ukrainian** - Native