Konstantin Merenkov

Senior Software Engineer · payments · Kotlin Multiplatform on Android and iOS

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Summary

Software engineer since 2021, mostly where money moves. At Maytes I am one of two engineers shipping a consumer payments product: Android and iOS share one Kotlin Multiplatform codebase, and the web app is React. I also build and run my own product, Suby, on the App Store and Google Play, and maintain the Kimplify open source libraries for money on Kotlin Multiplatform. Master's in AI and Big Data.

Experience

Sep 2024 – Present

Maytes (formerly KttiPay) · Senior Android Engineer

Scope: Android, iOS and web · Sydney, Australia

A consumer payments product. Two engineers ship all three platforms; the web app is React.

- Moved a legacy Java Android app to Kotlin Multiplatform and Compose Multiplatform in increments, without a big-bang rewrite.
- Brought the iOS app onto the same code, so both native apps ran fully on one shared codebase about three months after I joined.
- Wrote KPayment, which puts Apple Pay and Google Pay behind one Kotlin API on iOS, Android and the web. Maytes released it as open source.
- Built StandupBot: Claude drafts updates from Linear tickets and GitHub pull requests, each person approves, edits or skips, and the app posts to Slack on a schedule.
- Now shipping split-at-checkout payments.

Jan 2022 – Aug 2024

GameForest · Android Engineer

- Delivered Smart Food, a food delivery app for customers, and Courier UP, its companion app for couriers, with live location.
- Built the app for the Gus-Karas restaurant chain with Material 3.

2021 – 2026

Freelance and contract

- **ePlatform Digital Libraries** (Wheelers ePlatform Limited, via Upwork, 2023 – 2024). Built the app for school and public library eBooks and audiobooks. Raised the crash-free user rate from 96% to 99.8%. Built a more efficient audio player on Jetpack Media3, added Room tables for user profiles, and refined the book-expiry notifications.
- **SLEKE.** (With Sierra Nevada Digital, 2026). Apps for SLEKE.'s distraction-free phone on OdysseyOS, in Kotlin with AOSP and GrapheneOS integration. Its Enough Phone is on Kickstarter.
  - SLEKE. Migrate for Android and iOS (App Store), plus its landing page migrate.sleke.io: contacts, photos, videos and files move phone to phone over Wi-Fi, with no account and no cloud copy.
  - The Launcher, the OdysseyOS home screen, for Google Play and as a system app; the setup wizard; the SLEKE. Store.
  - All built on SLEKE.'s custom neumorphic design system: Kotlin Multiplatform foundations and components shared across the apps.
- **On-Pin** (2023 – 2024, Sydney). Built PopMeter, a tablet app that tracks live group progress on a golf course, with Jetpack Compose, Flow and Retrofit. Moved the VPGS in-cart app from Java to Kotlin and added GPS tracking with support for both Android 4 and Android 10 devices. Added Crashlytics and ProGuard.
- **AutoRedemption** (contract work). Built an Android app for auto dealers that runs reliably in the background and sends SMS automatically from a chosen SIM card, over a GraphQL API.
- **Simple Mobile Apps** (open source). Contributed to the phone, SMS, file manager, gallery and launcher apps. Replaced Java threads with Kotlin coroutines.

Projects

Suby · subyapp.com
Subscription tracker for iPhone and Android. Live on the App Store and Google Play. Built and run solo.

- One Kotlin Multiplatform and Compose Multiplatform codebase for both apps: reminders before each renewal, shared plans, 94 currencies, a calendar and home-screen widgets.
- Built the backend in Kotlin with Ktor and Postgres, deployed on Fly.io: cloud backup with versioned snapshots, retry-safe uploads and per-user locking.
- Built an import that reads a screenshot or a bank statement with Claude Haiku. The model must answer through a fixed schema, results stream to the phone, and every item goes through a review screen before it is saved.

Kimplify · github.com/Kimplify
Open source Kotlin Multiplatform libraries, each pulled out of a production app.

- Deci (exact decimal arithmetic for money), Kurrency (currency formatting), KCountries (country data) and Cedar Logger.

Metronome · metronome.merkost.dev
One Compose Multiplatform codebase on four platforms: Android, iOS, macOS and the web.

Lingvo
Localization for mobile and Kotlin Multiplatform teams. In development. A Ktor API, a web app in Kobweb and a Kotlin CLI for CI.

Fishing Notes · github.com/Merkost/FishingNotes
Led a team of three on the first version in 2021 (Kotlin, Jetpack Compose, Koin, Firebase). Still maintained.

Education

2022 – 2024 **Master's, AI and Big Data** · Far Eastern Federal University
Thesis: Android biofeedback using wearable measurements and a machine-learning model to predict stress.

2018 – 2022 **Bachelor's, Information Systems and Technologies** · Far Eastern Federal University

2023 – 2024 **Diploma of Project Management** · Australian College of Business Intelligence, Sydney

Skills

Languages	Kotlin, Swift, Java, Python, SQL
Mobile and web	Kotlin Multiplatform, Compose Multiplatform, Jetpack Compose, Android SDK, SwiftUI, Kotlin/JS
Payments	Apple Pay, Google Pay, decimal money arithmetic, multi-currency
Backend	Ktor, PostgreSQL, Supabase, Fly.io
AI	LLM APIs with structured output and streaming, stress prediction from wearable data, prompt-injection guards, coding agents in daily use
Practices	Coroutines and Flow, Room, Koin, MVVM and MVI, crash monitoring

Writing

ProAndroidDev

Floating point can't hold a cent. BigDecimal can, until commonMain
KPayment: Apple Pay and Google Pay for Kotlin Multiplatform
Type-safe bottom navigation in Jetpack Compose
A Spotify-inspired buffering slider in Jetpack Compose
Foreground services in Android 14: what's changing · Oct 2023

Languages

English (fluent) · Russian (native)