

OUTSTANDING PEOPLE WITH OUTSTANDING IDEAS AND CULTURE OF PROFESSIONALISM

## PROFESSIONAL SKILLS

Swift  
Objective-C  
iOS SDK  
macOS SDK  
iOS/macOS Core Data  
iOS/macOS Core Graphics  
iOS/macOS GCD &  
Concurrency Python  
Django C/C++  
Linux/Ubuntu  
Nginx  
PHP  
JavaScript  
HTML/CSS  
GIT

## EXPERIENCE

### IOS DEVELOPER

09.2018 - Present

#### PROJECT:

Development of high load social network

### IOS DEVELOPER

02.2018 - 09.2018

#### PROJECT:

iOS app for a car driving assistant and prediction service, iOS app for collecting driver data and driver activities

#### RESPONSIBILITIES:

- Designing app architecture;
- Supporting and improving the existing code base;
- Designing and writing Objective-C wrappers for the C API of the service's mobile platform SDK;
- Minimizing battery consumption for continuous location tracking on iOS;
- Adapting the data collection app to requirements from automotive vendors;
- Implementing data collection algorithms based on the user's motion activity;
- Adding and adapting UI for various screen sizes;
- Implementing a Realm-based local storage layer;
- Making use of functional-reactive design approaches in networking and UI;
- Code refactoring and restructuring;
- UI/UX design;
- Troubleshooting and bug fixing;
- Surface testing and error correction.

#### LANGUAGES:

Swift, Objective-C

#### KEY TECHNOLOGIES:

iOS SDK, Realm, FRP, ReactiveSwift, ReactiveCocoa, MVVM, GUI, autolayout, Core Location, Core Motion, Google Maps SDK, Google Places, GCD, MapKit, Git, Crashlytic

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## EXPERIENCE

### IOS DEVELOPER

05.2016 - 02.2018

#### PROJECT:

iOS app for an instant messaging service, iOS app for a cloud document storage service, iOS SDK for a gaming service platform

#### RESPONSIBILITIES:

- Designing and implementing client/server interoperability architecture;
- Adding and adapting UI for various screen sizes and device orientations;
- Implementing audio and video calls between users;
- Implementing new features for document storage and document geolocation;
- Optimizing performance and concurrency;
- Improving document and metadata retrieval;
- Designing and improving the UI;
- Adapting the UI for iPhone/iPad;
- Code refactoring;
- Extending and optimizing push notifications;
- Improving performance;
- Implementing encrypted persistent storage;
- Implementing encrypted messaging;
- Adding the feature of sending video messages;
- Improving secure vault storage;
- Code refactoring and restructuring;
- UI/UX design;
- Troubleshooting and bug fixing

#### LANGUAGES:

Swift, Objective-C

#### KEY TECHNOLOGIES:

iOS SDK, Core Data, GCD, GUI, autolayout, Core Graphics, StoreKit, AVKit, APN, WebRTC, Quickblox, WebKit, CloudKit, Fabric, Crashlytics, MapKit, Core Location, React Native

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### IOS DEVELOPER

03.2016 - 05.2016

#### PROJECT:

iOS app for supporting a pharmaceutical product

#### LANGUAGES:

Swift

#### KEY TECHNOLOGIES:

iOS SDK, GUI, autolayout

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IOS DEVELOPER



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## EXPERIENCE

### IOS, SERVER-SIDE, & FLASH DEVELOPER

03.2011 - 03.2016

#### PROJECT:

Future events calendar with visually appealing effects and social network sharing

#### LANGUAGES:

Swift, Objective-C

#### KEY TECHNOLOGIES:

GUI, autolayout, GCD, GPUImage, MessageUI, Facebook iOS SDK

Online store for polaroid.kiev.ua, server and client sides Key technologies: PHP, HTML/CSS, MySQL

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## EDUCATION

### KYIV POLYTECHNIC UNIVERSITY

MS in Software engineering

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## FOREIGN LANGUAGES SKILLS

#### ENGLISH LEVEL:

Upper-intermediate

#### UKRAINIAN LEVEL:

Native

#### RUSSIAN LEVEL:

Fluent

