

IOS developer

Location: [Cherkasy, Ukraine](#) ↗



About Me:

IOS developer with a good experience working with commercial projects. Graduated from Cherkasy National University named after Bogdan Khmelnytsky, specializing in Physics.

Key technologies:

Swift, Objective-C, iOS SDK,
CoreLocation, SQLite,
AFNetworking, Storyboard.

Work experience:

6 years

Finished projects:

7

Summary:

IOS developer with a profound knowledge of Apple platforms (iOS, tvOS) and Objective-C / Swift programming technics. Participated in development of various applications from small multi-language utilities and frameworks to large cross-platform applications.

Projects

Billing-system, Russia

IOS developer, duration 10.2018 – till now

Description:

For the client with more than 10mln subscribers we have developed a web- registration and electricity invoice payment- service. Focusing on people of different age and computer literacy level, we maximally simplified the registration and interface.

Team:

5 developers,

1 QA engineer,

1 project manager.

Duties:

- Creating architecture of the application;
- Implementing the application from requirements specified;
- Creating User Interface for the application.

Technologies:

RxSwift, Alamofire, Firebase, VIPER, GoogleMaps, UIKit, KeychainAccess, LocalAuthentication.

Interactive learning, Russia

IOS developer, duration 10.2017 – 09.2018

Description:

Development of application for the company that specializes in online learning and motivation of staff using interactive technologies.

Team:

2 developers,

2 QA engineers,

1 project manager.

Duties:

- Implementing new features;
- Implementing communication with back-end;
- Stabilization.

Technologies:

Swift, Foundation, UIKit, REALM, AVFoundation.

Management system, Switzerland

IOS developer, duration 01.2017 – 09.2017

Description:

A mobile application for digitizing and automating the onboarding process for companies by verifying its customer's identity using their mobile devices.

Team:

4 developers,

1 QA engineer,

1 business analyst,

1 project manager.

Duties:

- Implementing new features;
- Implementing communication with back-end;
- Stabilization.

Technologies:

Swift, OpenCV, Leptonica, Tesseract, MicroBlink, PXLBeamVerifeye, QuickZip.

Car monitoring, France

IOS developer, duration 03.2016 – 12.2016

Description:

The application collects information of the trip: distance, travel time, fuel consumption. The data is systematized and statistics are generated in the form of convenient graphs and tables. With this application users can calculate the expendables of the car. The service receives data from various devices such as IOS, Android, etc.

Team:

3 developers,

1 QA engineer,

1 project manager.

Duties:

- Implementing new features;
- Implementing communication with back-end;
- Creating of screens as per the UI design;
- Stabilization.

Technologies:

Swift, IOS SDK, Alamofire, Charts, Google maps, FacebookSDK, XeeSDK, CoreLocation, CoreMotion, MagicalRecord.

Messenger, USA

IOS developer, duration 03.2015 – 02.2016

Description:

A messenger allows you to hold your personal correspondence with friends in groups, communicate in channels and find new communities, send hundreds of free stickers.

Team:

5 developers,
1 QA engineer,
1 project manager.

Duties:

- Implementing new features;
- Implementing communication with back-end;
- Creating of screens as per the UI design;
- Stabilization.

Technologies:

Swift, Realm, CoreLocation, CoreMotion, MapKit, Websocket.

B2C system, business, USA

IOS developer, duration 05.2014 – 02.2015

Description:

The app allows professionals to connect with Customers. This acquisition service enables registered contractors to purchase contact information of users in need of professional services.

Team:

5 developers,

2 QA engineers,

1 project manager.

Duties:

- Creating architecture of the application;
- Implementing the application from requirements specified;
- Creating User Interface for the application;
- Implementing communication with back-end;
- Stabilization.

Technologies:

Objective-C, UIKit, AVFoundation, CoreLocation, SQLite, AFNetworking.

Prototype, USA

iOS developer, duration 02.2013 – 04.2014

Description:

A module with an ability to capture video and create looped/reversed short clips.

Team:

2 developers,

1 QA engineer,

1 project manager.

Duties:

- Video capturing module development;
- Video processing engine development;
- Example project.

Technologies:

Objective-C, iOS SDK, AVFoundation, CaptureSession, Facebook SDK.