

Senior iOS developer

Location: [Odessa, Ukraine](#) 



About Me:

Senior iOS developer with solid experience of working on commercial projects. Graduated from the Vinnytsia National Agrarian University and received a Degree in Technician Engineering.

Key technologies:

Swift, Objective-C, CoreData, CocoaPods, AVFoundation, Auto-layout, REST, StrongLoop, TestFlight, Push notifications, Facebook SDK, PubNub SDK, Parse SDK, MVVM.

Work experience:

7 years

Finished projects:

12

Summary:

Senior iOS developer. I have 7 years of experience with a different projects, teams and technologies. I can build communication with anyone, translate customer's ideas to technical language and propose improvements if I see them.

Projects

B2C system, Russia

Senior iOS developer, duration 10.2017 – till now

Description:

Interactive TV is an unique media portal where films for every taste are collected. The portal is made as convenient as possible, and any user can watch video anywhere, on any device.

Team:

50 developers,
30 QA engineers,
10 project managers.

Duties:

- Development;
- Communication with the Customer;
- Code review;
- Stabilization.

Technologies:

Swift (iOS+tvOS), Alamofire, Auto-layout, PromiseKit, Fabric.

VPN, Russia

Senior iOS developer, duration 08.2017 – 10.2017

Description:

Easy-to-use with full necessary functionality VPN client for Mac. Allows you to connect to the VPN on the MacOS with one button. To start working with the application, you need an activation code. Using this VPN client, the computer is protected from intruders. Users keep their personal data safe.

Team:

1 developer,
2 QA engineers,
1 project manager.

Duties:

- Implementing new features;
- Communication with the Customer;
- Refactoring;
- Stabilization.

Technologies:

Swift, Alamofire, NUIParse, KeychainAccess, IPAPI, CustomSegue, Fabric.

Software, Switzerland

Senior iOS developer, duration 03.2017 – 07.2017

Description:

Mobile application for digitizing and automating the on boarding 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.

Telephony, USA

Senior iOS developer 10.2016 – 03.2017

Description:

An option for call centers, and it's one of the main products developed by a company. Andersen staff takes part in improving of system backend and frontend with a view to optimizing Customer service work.

Team:

10+ developers,
4 QA engineers,
1 project manager.

Duties:

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

Technologies:

Swift, RxSwift, MVVM, RxCocoa.

Social network, France

Senior iOS developer, duration 06.2016 – 09.2016

Description:

Social network that allows you to leave a multimedia message «tag» (text or photo) in the place where the user is currently located and view all the tags that were created around this site by other users, as well as share their e-tags in social networks. The main purpose of the application is to link the content with the geolocation. An original opportunity to leave a trace of your stay where you visited, "grab" the moment and leave a memory of it.

Team:

3 developers,
1 QA engineer,
1 project manager.

Duties:

- Design application's architecture;
- Implementing new features;
- UI implementing;
- Code review;
- Stabilization.

Technologies:

Swift, CoreData, CocoaPods, CoreLocation, Auto-layout, REST, Push Notifications, Facebook SDK.

Mobile app, Finland

iOS developer, duration 01.2016 – 05.2016

Description:

This is a native mobile app on iOS and Android. Our developers connected when the main functionality was already developed, but the speed and quality of the application left much to be desired. We increased the speed of downloading chat lists, changed push notifications according to new requirements, moved to the new version of the Facebook SDK and PubNub SDK, and also tweaked Facebook Ad ads.

Team:

3 developers,

1 QA engineer,

1 project manager.

Duties:

- Implementing new features;
- UI implementing;
- Speed optimization;
- Stabilization.

Technologies:

Objective-C, Push Notifications, Facebook SDK, PubNub SDK, Auto-layout.

Market store, USA

iOS developer, duration 08.2015 – 12.2015

Description:

The project for the leading publisher of self-help audio tapes in North America. Distributors include the likes of Barnes & Noble and Amazon. It also works with small bookstores, therapists, chiropractors, spas, catalogers, website owners, and more. We developed mobile version of the online store with the possibility of selling goods that are presented on their website.

Team:

2 developers,

2 QA engineers,

1 project manager.

Duties:

- Implementing new features;
- UI implementing;
- Stabilization.

Technologies:

Swift, AVFoundation, CoreData, CocoaPods, CoreBluetooth, Local Notifications, REST, Auto-layout.

Location service, USA

iOS developer, duration 02.2015 – 07.2015

Description:

Application that shows user statistic, received from special hardware monitoring system. The customer offered companies a special controller with sensors that were installed on trucks. These sensors tracked many parameters (starting with the speed of movement and location and ending with fuel consumption and temperature inside the trailer). The team developed a mobile application to display all of this and notify you in case of an exit because of acceptable boundaries.

Team:

2 developers,

2 QA engineers,

1 project manager.

Duties:

- Designing database;
- Implementing new features;
- UI implementing;
- Stabilization;
- TestFlight builds.

Technologies:

Swift, CoreData, CocoaPods, CoreLocation, Local Notification, REST, Auto-layout, StrongLoop SDK.

Mobile app, USA

iOS developer, duration 10.2014 – 02.2015

Description:

AppStore Application for technical engineers that contains manuals, checklists, part numbers and pro-vided paperless work.

Team:

3 developers,

3 QA engineers,

1 project manager.

Duties:

- Designing database;
- Implementing new features;
- UI implementing;
- Stabilization;
- TestFlight builds.

Technologies:

Swift, CoreData, CocoaPods, REST, Auto-layout.

Mobile app, Finland

iOS developer, duration 01.2014 – 09.2014

Description:

This is a native mobile app on iOS and Android. Our developers connected when the main functionality was already developed, but the speed and quality of the application left much to be desired. We increased the speed of downloading chat lists, changed push notifications according to new requirements, moved to the new version of the Facebook SDK and PubNub SDK, and also tweaked Facebook Ad ads.

Team:

3 developers,

1 QA engineer,

1 project manager.

Duties:

- Implementing new features;
- UI implementing;
- Speed optimization;
- Stabilization.

Technologies:

Objective-C, Push Notifications, Facebook SDK, PubNub SDK, Auto-layout.

Care system, USA

iOS developer, duration 04.2013 – 12.2013

Description:

The first intelligent, affordable, connected pet care system designed with pets and their people in mind. The application uses a Bluetooth connection, advanced software and smartphone management, just to name a few, and puts it into action for pets and pet owners.

Team:

2 developers,

2 QA engineers,

1 project manager.

Duties:

- Designing database;
- Implementing new features;
- UI implementing;
- Stabilization;
- TestFlight builds.

Technologies:

Objective-C, AVFoundation, CoreBluetooth, REST, Push Notifications.

Social network, USA

iOS developer, duration 03.2012 – 03.2013

Description:

Social network that connecting donors, non-profits and sponsors through photo and video sharing. 100% of user donations reach the cause of their choice. Non-profits benefit from a no-cost solution to expand their communities and fundraising resources. Socially aware brands have a plat-form to engage, connect and reward an emotional and targeted audience.

Team:

3 developers,

4 QA engineers,

1 project manager.

Duties:

- Implementing new features;
- UI implementing;
- Stabilization;
- Support.

Technologies:

Objective-C, AVFoundation, CoreBluetooth, REST, Push Notifications.