

ALEXANDR

Summary:

Skilled iOS developer with 13 years of professional experience in dynamic and deadline-driven work environments. In previous roles, I developed 30+ iOS apps for different areas of use.

Experience:

Multiplex (11.2023 - till now)

Number of developers: 10 developers

<https://play.google.com/store/apps/details?id=com.interpretator.multiplex&hl=ru>

- Built applications for the iOS platform, and collaborated with cross-functional teams to define, design, and launch new features.
- Tested code for robustness; executed edge case, usability, and general reliability analysis.
- Fixed bugs and improved application performance.
- Worked in cooperation with artists, QA, and internal developers to maintain best practices.

Language: Swift

Responsibility: iOS developer.

Temabit (06.2021 – 10.2023) Remote

Number of developers: 2 developers

Фора - доставка продуктів

<https://apps.apple.com/ua/app/%D1%84%D0%BE%D1%80%D0%B0-%D0%B4%D0%BE%D1%81%D1%82%D0%B0%D0%B2%D0%BA%D0%B0-%D0%BF%D1%80%D0%BE%D0%B4%D1%83%D0%BA%D1%82%D1%96%D0%B2/id1460809674?l=uk>

Responsibility: Estimates, Investigates, fix bugs, development planning, and teamwork with server-side developers.

Language: Swift

Responsibility: iOS developer.

GD (02.2021 – 06.2021) Remote

Number of developers: 55 developers

<https://apps.apple.com/us/app/macys/id34103606>

Language: Swift

Responsibility: Estimates, Investigates, fixes bugs, development planning, and teamwork with server-side developers.

Beemster (09.2020 – 02.2021) Remote

Number of developers: 2 developer

<https://apps.apple.com/uy/app/kuailian-wallet-app/id1541997239>

Language: Swift (100% - by me)

Technologies: Alamofire

Responsibility: estimates, project development from scratch to completion, fixing the bugs, testing, implementation of the user interface of any complexity, team working with server-side developers.

AutoCatalystMarket (04.2020–09.2020)Remote

Number of developers: 1 developer

<https://apps.apple.com/us/app/autocatalyst-market-app/id1514569855>

Language: Swift (100% - by me)

Technologies: Alamofire, Nuke

Responsibility: estimates, project development from scratch to complete, fixing the bugs, testing, implementation of the user interface of any complexity, team working with server-side developers.

LuxonPay (02.2019 – 03.2020) Remote

Number of developers: 2 developer

Luxon

<https://apps.apple.com/gb/app/luxon-pay/id1451707646>

Language: Swift (100% - by me)

Technologies: Alamofire, Nuke

Responsibility: Estimates, Investigates, fix bugs, development planning, teamwork with server-side developers.

3205 (05.2018–02.2019) Remote (Parttime)

Number of developers: 1 developer

Televzr Player 08.2018 – 02.2019

<https://itunes.apple.com/us/app/televzr-player/id1315558815>

Language: Swift (100% - by me)

Technologies: Alamofire, Kingfisher, Promise, Firebase, RxSwift, CoreData, Branch, Realm, Coredat

Responsibility: estimates, project development from scratch to completion, fixing the bugs, testing, implementation of the user interface of any complexity, team working with server-side developers.

Moqod (05.2017 – 05.2018) Remote

Number of developers: 1 developer

Bittiq 09.2017 – 01.2018

<https://itunes.apple.com/gb/app/bittiq/id1305138309?mt=8>

Language: Swift (100% - by me)

Technologies: SwiftIOSKit, Alamofire, Kingfisher, Promise, Firebase, CoreData

Number of developers: 1 developer

SparUniversity 03.2017 – 07.2017

App for found workers.

<https://itunes.apple.com/nl/app/sparuniversity/id1067845791?mt=8>

Language: Objective C (100% - by me)

Technologies: CoreData, Semenag01Kit, AFNetworking, SDWebImage, Firebase, ReactiveObjC, BlocksKit, Facebook SDK

Number of developers: 1 developer

Клубер 02.2017 – 03.2017

<https://itunes.apple.com/us/app/клубер-fm/id1348345045?l=ru&ls=1&mt=8>

Language: Swift (100% - by me)

Technologies: SwiftIOSKit, Alamofire, Kingfisher, Promise, Firebase, CoreData

OnePlaneOps (02.2016–05.2017)

Number of developers: 1 developer

HomeGain 02.2016 – 08.2016

App for found workers.

Language: Objective C (100% - by me)

Technologies: CoreData, Semenag01Kit, AFNetworking, SDWebImage, Firebase, ReactiveObjC, BlocksKit, Facebook SDK,

Responsibility: estimates, project development from scratch to complete, fixing the bugs, testing, implementation of the user interface of any complexity, team working with server-side developers.

Kultprosvet (02.2015 – 02.2016)

Responsibility: estimates, project development from scratch to complete, fixing the bugs, testing, implementation of the user interface of any complexity, team working with server-side developers.

Number of developers: 1 developer

VDG 10.2015 – 15.2015

<https://itunes.apple.com/us/app/vdg-sense/id557843277?mt=8>

Language: Objective C (100% - by me)

Technologies: CoreData, Semenag01Kit, AFNetworking, SDWebImage, BlocksKit

Number of developers: 1 developer

SteelDrive 04.2015 – 07.2015

<https://itunes.apple.com/au/app/steeldrive/id1055521481?mt=8>

Language: Objective C (100% - by me)

Technologies: CoreData, Semenag01Kit, AFNetworking, SDWebImage, BlocksKit

Caiguda (03.2013–02.2015)

Number of developers: 1 developer

Taxi 10.2014 – 02.2015

<https://itunes.apple.com/us/app/webtaxi-klient/id948254849?ls=1&mt=8>

Language: Objective C (100% - by me)

Technologies: CoreData, AFNetworking, SDWebImage, BlocksKit

Number of developers: 1 developer

Kopibox 07.2014 – 10.2014

<https://itunes.apple.com/ru/app/kopibox-kopilka/id545259185?mt=8>

Language: Objective C (100% - by me)

Technologies: CoreData, AFNetworking, SDWebImage, BlocksKit

Number of developers: 1 developer

ArtGuide 04.2014 – 07.2014

<https://itunes.apple.com/ua/app/arttube/id857756993?mt=8>

Language: Objective C (100% - by me)

Technologies: CoreData, AFNetworking, SDWebImage, BlocksKit

Number of developers: 1 developer

CoolEvents 10.2013 – 04.2014

SocialNetworking – Hotels check-in, chats, friends...

Language: Objective C (100% - by me)

Technologies: CoreData, AFNetworking, SDWebImage, BlocksKit

Number of developers: 1 developer

FirstPrintShop 10.2013 – 04.2014

Reading books epub.

Language: Objective C (100% - by me)

Technologies: CoreData, AFNetworking, SDWebImage, BlocksKit

CowPlay (10.2012 – 03.2013)

Number of developers: 2 developer

DiceJornay 10.2012 – 03.2013

<https://www.behance.net/gallery/24001393/Dice-Journey>

Language: Objective C (30% - by me)

Technologies: Cocos2d, AFNetworking, SDWebImage, BlocksKit.

Own libraries:

<https://cocoapods.org/pods/Semenag01Kit>

<https://cocoapods.org/pods/VRGSoftSwiftIOSKit>

Skills:

Swift, Objective C, Dart, CoreData, App purchase, APNs, SQL, Bluetooth, runtime objc, XML, MapKit, Google Map, Google Api Geo Coding, UIKit, JSON, Social networks Fb, Tw, G+, Vk, Od, Ins...;

Education:

National Mining University.

- Degree in "Automated process control systems in the mining industry"

- Degree in "Finance and Credit

STEP - .NET

STEP - courses to quality the software