

Aliaksei Z

Employee's overview

- Senior Software Engineer with over 7 years of Android Apps development and over 3 years of iOS Apps development.
- Full life cycle of application development from defining user requirements to Analysis, Design, Development, Testing, Implementation and Maintenance;
- Strong skills in Objective-C, Swift, Java, Kotlin.
- Strong working knowledge of Design / Architectural patterns and Clean Architecture. Experience in building software architectures such as MVP, MVVM, Viper, Clean; Strong skills in RESTful API services integration.
- Experience working in an Agile/Scrum development environment

General information

Education	
Educational institution	Belarusian State University of Informatics and Radioelectronics, Belarus
Specialty/Qualifications	Electronic security systems
Graduation year	2016
Diploma/degree	Bachelor's degree
Languages	
Russian	Native speaker
English	Upper-intermediate
Spanish	Basic

Technical experience

	Years of experience	Last year of using
Programming Languages		
Objective-C	4	2020
Swift	4	2020
Java	7	2020

Kotlin	2	2020
PHP	1	2012
Databases		

SQLite	7	2020
ORM	5	2020
CoreData	4	2020
Android and iOS Frameworks and Technologies		
Java SE	7	2020
Android SDK	7	2020
MVP	6	2020
Viper	4	2020
JavaRX	4	2020
Retrofit	3	2020
iOS SDK	4	2020
SpriteKit	2	2018
Bluetooth	6	2020
Android NDK	5	2020
BLE	5	2020
Maps API	6	2020
Social Networks SDK	6	2020
MoPub	4	2020
Augmented reality	5	2016
Operating Systems		
macOS	7	2020
Linux	12	2020
Windows	16	2020
VCS		
Git	5	2020
SVN	2	2014
IDE		
Xcode	4	2020
Android Studio	4	2020
Eclipse IDE	3	2014
Project Management Tools		
Jira	5	2020
Redmine	2	2014
Mantis	2	2016
SMF	1	2016

TFS	1	2016
Ubertesters	1	2016

Unit/UI Testing		
JUnit	4	2020
Espresso	4	2020
Robolectric	2	2020
Mockito	3	2020

Projects

Project	Mobile SDK for medical defibrillator
Period	01.2019 – 09.2019
Industry	Medical equipment
Project Description	<i>The mobile SDK communicates with a defibrillator and transfers the data which is used as a mobile unit for a medical ambulance. The SDK communicates with the device via Bluetooth or WiFi connection, receiving and parsing JSON and XML data files over more than 600 Mb.</i>
Technologies	<i>iOS SDK, Swift, Objective-C, Android SDK, Kotlin, Java, WiFi, Bluetooth, Socket API, Core Data, Room ORM, Git, Apple Bonjour, DNS-SD.</i>
Role	<i>Key Mobile Developer, Team Leader</i>
Responsibilities	<ul style="list-style-type: none"> · <i>Development of Android SDK.</i> · <i>Development Android demo application.</i> · <i>Development of iOS SDK.</i> · <i>Development iOS demo application.</i>

Project	Lines Game
Period	06.2017 – 04.2018
Industry	Entertainment

Project Description	<i>The casual 2D game based on exploding the balls by making the most logical moves to win the game and get a better place between friends competitions. The game has pretty graphics and atmospheric custom music.</i>
Technologies	<i>iOS SDK, Swift, SpriteKit, Android SDK, Java, Custom Shaders, In-app purchase, AdMob(with different Ad networks), Apple Game Center</i>
Role	<i>Mobile Game Developer</i>
Responsibilities	<ul style="list-style-type: none"> · <i>Development of iOS Game</i> · <i>Development of Android Game</i> · <i>Creation assets, graphics, images, music</i>

Project	Everything Everywhere (British Telecommunication Operator)
Period	05.2018 – 01.2019
Industry	Telecommunications
Project Description	<i>The mobile application provides an opportunity to manage customers' contracts with the operator. The application has millions of users, and many contract types and contains a lot of different screens for supporting each type of them.</i>
Technologies	<i>Android SDK, Java, Kotlin, VIPER, Dagger 2, Volley, Live Data, Java RX, RESTful API, Android View Model.</i>
Role	<i>Key Android Developer</i>
Responsibilities	<ul style="list-style-type: none"> · <i>Development and extending Android applications.</i> · <i>Caring about the code base, review PR's, daily refactoring.</i> <p><i>Additional responsibilities: daily stand-ups with the team, planning, grooming, retrospective, tasks management, features brainstorming.</i></p>

Project	<i>Building Link Staff</i>
Period	<i>09.2016 – 04.2017</i>
Industry	<i>Rental Property</i>

Project Description	<i>The app is a part of a system for supporting occupants, renters, owners of different real buildings in the USA. Provide an opportunity for staff to manage the requests from occupants, deliver mail, service the building and etc.</i>
Technologies	<i>iOS SDK, Swift, Android SDK, Java, Firebase, Git, RESTful Api.</i>
Role	<i>Mobile Developer</i>
Responsibilities	<ul style="list-style-type: none"> · <i>Development iOS application.</i> · <i>Supporting and extending Android application.</i> <p><i>Additional responsibilities: daily stand-ups with the team, planning, grooming, retrospective, tasks management, features brainstorming.</i></p>

Project	<i>Building Link Resident</i>
Period	<i>09.2016 – 04.2017</i>
Industry	<i>Rental Property</i>
Project Description	<i>The app is a part of a system for supporting occupants, renters, owners of different real buildings in the USA. Provide an opportunity for occupants to create the requests to service staff, order a taxi, track mail and etc.</i>
Technologies	<i>iOS SDK, Swift, Android SDK, Java, Firebase, Git, RESTful Api.</i>
Role	<i>Mobile Developer</i>
Responsibilities	<p><i>Supporting and extending iOS application. Supporting and extending Android application.</i></p> <p><i>Additional responsibilities: daily stand-ups with the team, planning, grooming, retrospective, tasks management, features brainstorming.</i></p>

Project	<i>ThaiJoop</i>
Period	<i>06.2016 – 09.2017</i>

Industry	Social network
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Project Description	<i>The main goal of the application is to help Asian people to meet their love through the internet. The application contains thou then of real profiles and has a high daily load. There is chat inside, powerful search with parameters and a lot of features for social networking</i>
Technologies	<i>iOS SDK, Objective-C, Android, Java, RESTful API, Jabber chat, Core Data, GreenDAO, Git, PhotoEditor tool.</i>
Role	<i>Mobile Developer</i>
Responsibilities	<ul style="list-style-type: none"> · <i>Supporting and improving iOS application.</i> · <i>Supporting and improving Android application.</i> <p><i>Additional responsibilities: daily stand-ups with the team, planning, grooming, retrospective, tasks management, features brainstorming</i></p>

Project	<i>Photo Map</i>
Period	<i>04.2016 – 05.2017</i>
Industry	<i>Entertainment</i>
Project Description	<i>An application for storing and managing photos that shows photos location on a map, timeline.</i>
Technologies	<i>xCode, iOS SDK, Objective C, Firebase, Google Maps, Git</i>
Role	<i>iOS Developer</i>
Responsibilities	<i>Development of iOS app</i>

Project	<i>Parrot Audio Suite</i>
Period	<i>04.2014 – 10.2014</i>
Industry	<i>Music tools</i>
Project Description	<i>This app allows users to work with Parrot Zik headphones and audio speaker ZikMu. The main goal of the app is to customize the settings of the device, communication with the device is based on exchanging XML documents via Bluetooth channel.</i>
Technologies	<i>Eclipse IDE, Android SDK, Bluetooth connection, Java Reflection, SQLite, REST API, SVN, Mantis.</i>

Role	<i>Android Developer</i>
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Responsibilities	<p><i>Supporting and improving Android application.</i></p> <p><i>Additional responsibilities: daily stand-ups with the team, planning, grooming, retrospective, tasks management, features brainstorming</i></p>
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Project	<i>Parrot Zik Sport</i>
Period	<i>05.2015 – 04.2016</i>
Industry	<i>Music tools</i>
Project Description	<i>This app was created for working with new Parrot Zik Sport headphones. The device is aimed at active users and has many sensors such as hear rate sensor, gyroscope and accelerometer. Users can track different sport activities and review their statistics by creating reports. Also, the app supports all features of Parrot Zik app.</i>
Technologies	<i>Android Studio, Android SDK, Android NDK, OpenGL, Bluetooth connection, BLE, ORM, REST API, GIT, Mantis.</i>
Role	<i>Android Developer, Team leader</i>
Responsibilities	<ul style="list-style-type: none"> · Development of Android app · Communication with the customer · Integrating new features

Project	<i>RecordPro</i>
Period	<i>05.2017 – 12.2017</i>
Industry	<i>Medical software</i>
Project Description	<i>A powerful tool for doctors of a sport team. Users can create a consultation, fill the complaint, create a diagnosis and prescribe treatment. The functionality of managing teams, patients and practitioners is also implemented. Visual body inspection features included as well</i>
Technologies	<i>Android Studio, Android SDK, Custom Views, REST Api, Retrofit 2, JavaRX, Git, Jira</i>

Role	<i>Android Developer</i>
Responsibilities	<ul style="list-style-type: none">· Development of Android app· Communication with the customer

Project	<i>Kindervibe</i>
Period	<i>03.2016 – 10.2016</i>
Industry	<i>Child care</i>
Project Description	<i>The app allows parents to communicate with nursery school teachers, shows statistics, daily activity, education progress.</i>
Technologies	<i>Android Studio, Android SDK, Retrofix 2, Git, Jira</i>
Role	<i>Android Developer</i>
Responsibilities	<i>Development of Android app</i>