

Summary of Qualifications	More than 6 years experience in iOS and Android development. Highly experienced and skilled iPhone App Developer with a strong current background in industry technology, also have strong knowledge of multiple screens and iOS app components support. Proven ability to work independently or as part of a team. Adept at technical troubleshooting and anticipating future potential problems.
Education	Francisk Skorina Gomel State University, Belarus Bachelor's degree in computer science. Software Engineer

Language	Conversational			Technical		
	Reading	Writing	Speaking	Reading	Writing	Speaking
English	Upper Intermediate	Upper Intermediate	Upper Intermediate	Upper Intermediate	Upper Intermediate	Upper Intermediate

Skills	Programming Languages/ Technologies <ul style="list-style-type: none"> ▪ Objective-C ▪ Swift ▪ Kotlin ▪ Java ▪ SQL, My SQL, SQLite ▪ REST API Methodologies <ul style="list-style-type: none"> ▪ AGILE, SCRUM Development Tools <ul style="list-style-type: none"> ▪ XCode, Android Studio Design Tools <ul style="list-style-type: none"> ▪ Photoshop ▪ Adobe Illustrator Operating Systems <ul style="list-style-type: none"> ▪ Mac OS ▪ Windows ▪ Linux 	Frameworks/ Libraries <ul style="list-style-type: none"> ▪ iOS SDK ▪ Android SDK ▪ Cocoa ▪ Core Data ▪ Core Audio ▪ Location ▪ MapKit ▪ XIB ▪ Facebook SDK ▪ VK SDK ▪ Firebase ▪ Google maps ▪ Google ad ▪ Social networks API (publishing, crawlers, oAuth) SCM <ul style="list-style-type: none"> ▪ Git ▪ SVN
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Experience

	Wallmark http://wellmark.ru/
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Project Description:	Mobile application for budget control, it allows you to observe your spending and control budget.
Customer:	https://www.wellmark.ru
Involvement Duration:	4 months
Project Role:	Android developer
Responsibilities:	<ul style="list-style-type: none"> ▪ Requirements and estimation ▪ Approach structure and business rules ▪ Extension architecture ▪ Development ▪ Maintenance ▪ Testing and bugfixing ▪ Implementing new features
Project Team Size:	2 team members
Tools & Technologies:	Kotlin, Canvas, Android SDK, REST API, Glide, Realm, Custom View's, Gradle.

	FOODPLAN http://foodplan.ru/
Project Description:	Android Mobile application for fast receipt searching. You can pay for receipt subscription using Yandex Money.
Customer:	https://www.foodplan.ru
Involvement Duration:	3 months
Project Role:	Android developer

Responsibilities:	<ul style="list-style-type: none"> ▪ Requirements and estimation ▪ Approach structure and business rules ▪ Extension architecture ▪ Development ▪ Maintenance ▪ Testing and bugfixing ▪ Implementing new features
Project Team Size:	3 team members
Tools & Technologies:	Java, RX Java, Retrofit, Canvas, Android SDK, REST API, Glide, Yandex API, WebView, Realm, Custom View's, Gradle.

	<h2>Uteka</h2> <p>http://uteka.ru/</p>
Project Description:	Mobile application for ordering medicine, you can choose your location on map, adding medicine for favorites and control your orders.
Customer:	https://www.uteka.ru
Involvement Duration:	5 months
Project Role:	Android developer
Responsibilities:	<ul style="list-style-type: none"> ▪ Requirements and estimation ▪ Approach structure and business rules ▪ Extension architecture ▪ Development ▪ Maintenance ▪ Testing and bugfixing ▪ Implementing new features
Project Team Size:	4 team members
Tools & Technologies:	Kotlin, Canvas, Android SDK, REST API, Glide, Realm, Custom View's, Gradle, Google Map.

	<h2>TeamApp</h2> <p>pending...</p>
Project Description:	Mobile application for tracking basketball player's activity and statistics, using bluetooth beacons.
Customer:	http://shottracker.com
Involvement Duration:	3 months
Project Role:	iOS developer
Responsibilities:	<ul style="list-style-type: none"> ▪ Requirements and estimation ▪ Approach structure and business rules ▪ Extension architecture ▪ Development ▪ Maintenance ▪ Testing and bugfixing ▪ Implementing new features
Project Team Size:	10 team members
Tools & Technologies:	Objective-C, C, Web-sockets, iOS SDK, REST API, Cocoa, Social networks API (publishing, crawlers, oAuth), Core Data, Facebook SDK, Linkedin SDK, Google SDK, Core Bluetooth.

	<h2>ScoutScoop</h2> <p>https://appsto.re/by/rsIpF.i</p>
Project Description:	This is mobile client for http://scoutscoop.com/ website. The scoutscoop app is a retail marketing research tool for people associated with the scoutscoop project. Scouts upload photos and comments about what is new and exciting in retail in their local markets. While traveling, executives use this mobile tool to inform them about what is trending worldwide.
Customer:	http://scoutscoop.com/
Involvement Duration:	6 months
Project Role:	iOS developer

Responsibilities:	<ul style="list-style-type: none"> ▪ Requirements and estimation ▪ Approach structure and business rules ▪ Extension architecture ▪ Development ▪ Maintenance ▪ Testing and bugfixing ▪ Implementing new features
Project Team Size:	5 team members
Tools & Technologies:	Objective-C, iOS SDK, Social networks API (publishing, crawlers, oAuth), Core Data, REST API, Cocoa

	GSens pending...
Project Description:	Mobile application for diabetics. ITSupportMe company developed brand new device for blood glucose control. It connects to the 3.5 jack, takes some blood and provides glucose level data. Application stores information about glucose level dynamics, represents statistics and sends it to your doctor.
Customer:	http://www.itsupportme.by
Involvement Duration:	6 months
Project Role:	iOS developer
Responsibilities:	<ul style="list-style-type: none"> ▪ Requirements and estimation ▪ Approach structure and business rules ▪ Extension architecture ▪ Development ▪ Maintenance ▪ Testing and bugfixing ▪ Implementing new features
Project Team Size:	10 team members
Tools & Technologies:	Objective-C, iOS SDK, REST API, Social networks API (publishing, crawlers, oAuth), Cocoa, Core Data

	<h2>Lemur</h2> <p>https://appsto.re/by/rIT6bb.i</p>
Project Description:	Mobile application for pet owners communications and dating. Using this application you can share news, talk with other pet owners, ask some questions about your kind of pet, or even find your love with the same pet.
Customer:	Denis Bolotov
Involvement Duration:	4 months
Project Role:	iOS developer
Responsibilities:	<ul style="list-style-type: none"> ▪ Requirements and estimation ▪ Approach structure and business rules ▪ Extension architecture ▪ Development ▪ Maintenance ▪ Testing and bugfixing ▪ Implementing new features
Project Team Size:	3 team member
Tools & Technologies:	Swift, iOS SDK, REST API, Cocoa, Social networks API (publishing, crawlers, oAuth), Facebook SDK. VK SDK

	<h2>ShotTracker Fan</h2> <p>pending...</p>
Project Description:	This is a mobile application for fans. They can keep track of their favorite team and other teams, which take part in the championship. Also you can watch for court and see players' movements.
Customer:	shottracker.com

Involvement Duration:	1 year
Project Role:	iOS developer
Responsibilities:	<ul style="list-style-type: none"> ▪ Requirements and estimation ▪ Development ▪ Testing and bugfixing ▪ Implementing new features
Project Team Size:	5 team member
Tools & Technologies:	Swift, iOS SDK, REST API, Cocoa, Social networks API (publishing, OAuth)

	<h2 style="margin: 0;">ShotTracker Player</h2> <p style="margin: 0;">pending...</p>
Project Description:	This is a mobile client for ShotTracker location device detectors. It is tracking workouts/drill statistics, shot locations, shots makes and attempts, displaying statistics. Also, it has social components, like displaying leaderboards, followers activity, challenges etc. Also, users can pass workouts / drills assigned to him. Completed offline mode.
Customer:	shottracker.com
Involvement Duration:	6 months
Project Role:	iOS developer
Responsibilities:	<ul style="list-style-type: none"> ▪ Requirements and estimation ▪ Development ▪ Testing and bugfixing ▪ Implementing new features ▪ Transfer to a new UI ▪ Supporting Swift 4.1
Project Team Size:	5 team member
Tools & Technologies:	Swift, iOS SDK, REST API, Cocoa, Social networks API (publishing, OAuth), Facebook SDK. VK SDK

	SportStation pending...
Project Description:	The application provides an environment to handle, calculate and log sports activities and provides this info to his users.
Customer:	sportstation.fit/en/
Involvement Duration:	6 months
Project Role:	iOS developer
Responsibilities:	<ul style="list-style-type: none"> ▪ Requirements and estimation ▪ Development ▪ Testing and bugfixing ▪ Implementing new features
Project Team Size:	5 team member
Tools & Technologies:	Swift, iOS SDK, REST API, Cocoa, Social networks API (publishing, oAuth)

	Digipass pending...
Project Description:	This application is using as iBank. Also this app is using open SDK which give us capability to secure our response such as transactions.
Customer:	cardpay.com
Involvement Duration:	2 months

Project Role:	iOS developer
Responsibilities:	<ul style="list-style-type: none"> ▪ Requirements and estimation ▪ Development ▪ Testing and bugfixing ▪ Implementing new features
Project Team Size:	1 team member
Tools & Technologies:	Orchestration SDK, Swift, iOS SDK, REST API, Cocoa, Social networks API (publishing, oAuth)

	BluLiving pending...
Project Description:	This application is using for smart home and flats. Clients have opportunity for messaging between other people and control they home, for example I can change flat temperature or turn off light.
Customer:	www.blubracknell.co.uk
Involvement Duration:	2 months
Project Role:	iOS developer
Responsibilities:	<ul style="list-style-type: none"> ▪ Development ▪ Testing and bugfixing ▪ Implementing new features
Project Team Size:	2 team members
Tools & Technologies:	Swift, iOS SDK, REST API, Cocoa, Social networks API (publishing, oAuth), Firebase Messaging, Firebase Store.

	uLaundry pending...
Project Description:	uLaundry is application for quick clothes washing. Using this application user can order washing in store which he choose and pay using PayPal or Credit Card.
Customer:	www.ulaundrysystems.com
Involvement Duration:	3 months
Project Role:	iOS developer
Responsibilities:	<ul style="list-style-type: none"> ▪ Development ▪ Testing and bugfixing ▪ Implementing new features
Project Team Size:	7 team members
Tools & Technologies:	Swift, iOS SDK, REST API, Cocoa, Social networks API (publishing, oAuth), Firebase Messaging, AWS, PayPal, Braintree, Facebook SDK, Crashlytics, Bugfinder, Google Maps, Google Places

	Yasashii pending...
Project Description:	Yasashii is application for identification phone numbers using rating. In this app user can set rating for his contacts or contacts which he called and when they call him - he will see their rating.
Customer:	pending...
Involvement Duration:	2 months
Project Role:	iOS developer

Responsibilities:	<ul style="list-style-type: none">▪ Development▪ Testing and bugfixing▪ Implementing new features
Project Team Size:	2 team members
Tools & Technologies:	Swift, iOS SDK, REST API, Cocoa, Social networks API (publishing, oAuth), Firebase Messaging, Google SignIn, CallKit