



Anton P.

Senior iOS developer



Professional summary

Skilled Senior iOS developer with 5.5 years of experience in maintaining major legacy projects and leading project development from the very beginning alike. Familiar with all main Apple's ecosystem services and products.

Education

Kharkiv National University of Radio Electronics. Qualification awarded: Master's Degree in Software Engineering.

Industries

FinTech, Property, Sales & Marketing, Multimedia, Communications, Technology

Technologies and tools

- Swift, Objective-C
- iOS SDK, Vuforia SDK, Facebook SDK
- Foundation, UIKit, Alamofire, AFNetworking, SnapKit, RxSwift, RxCocoa, Kingfisher, SpriteKit, GameplayKit, GPUImage, ObjectMapper, Google Sign-In, MapKit, Google Maps
- SQLite (GRDB), CoreData, Firebase, Realm
- CocoaPods, Carthage
- TestFairy, Fabric, Crashlytics
- Git

PROJECTS

Real estate project

Duration: 04.2019 – till now

A foremost online property company. The company helps over 25 million people to find their dream home every month. At any given time, property-seekers can access more than 2 million homes, whether these are brand new developments or well-loved resale units for buying or renting.

Team

20+ specialists

Position

iOS developer

Responsibilities

- Implementing new features
- Bug fixing, stabilization, code refactoring
- Updating the old code base from Objective-C to Swift
- Identifying and addressing the performance bottlenecks
- Support of the wide range of in-house libraries for networking, data storage, UI, analytics
- Implementing the communication with the back-end using REST API
- Code review

Technologies and tools

- Swift, Objective-C, iOS SDK, Facebook SDK, Foundation, UIKit, MapKit, Google Sign-In, CoreData, CocoaPods, Carthage, SDWebImage, Jenkins, Fabric, Crashlytics, Google Analytics, VIPER

Payment solution

Duration: 10.2018 – 04.2019

The task of the project involved the development of a mobile wallet, where settlement operations are carried out. Thanks to the wallet, the user can dispose of money at his own discretion, transfer to other people, pay for services or online purchases, withdraw to bank cards and store money in different currencies.

Team

7 specialists

Position

iOS developer

Responsibilities

- Implemented new features
- Worked in an Agile environment
- Utilized good design practices, reused code and wrote efficient source code
- Implemented the communication with back-end using REST API
- Designed the UI layer
- UI navigation layer refactoring
- Bug fixing and stabilization
- Conducted the code review

Technologies and tools

- Swift, iOS SDK, Foundation, UIKit, PromiseKit, Alamofire, MapKit, Lottie-iOS, Firebase, CocoaPods, Carthage, Cluster, Fabric, Crashlytics, Nuke, OneSignal, MVP

Invoice payment service

Duration: 01.2018 – 09.2018

We have developed a mobile application for registering and paying electricity bills. Focusing on people of different age and computer literacy level, we simplified the registration and interface as much as possible.

Team

7 specialists

Position

iOS developer

Responsibilities

- Implemented new and maintained old features
- Implemented the communication with the back-end
- Troubleshoot, involving software debugging / upgrading process
- Collected and evaluated the user feedback
- Stabilization

Technologies and tools

- Swift, iOS SDK, Foundation, UIKit, RxSwift, RxCocoa, Alamofire, IGListKit, Kingfisher, Google Maps, Fabric, Crashlytics, DITranquillity, ObjectMapper

NDA

Duration: 04.2017 – 12.2017

A next-generation messaging company that connects users to each other and to a vibrant market where everyone can buy and sell digital goods and services using their money in secure wallet. In addition to smart contracts, proof of reputation, and a host of security and privacy features for individuals, businesses, and communities, the company is inviting developers to create applications that extend the reach of the entire community.

Team

35 specialists

Position

iOS developer

Responsibilities

- Implemented new features
- Implemented the communication with the back-end using MQTT and BERT
- Implemented the mobile SDK integration
- Implemented the custom UI layout using Auto Layout DSL
- Implemented such messenger features like stickers, user mentions
- Communicated with teams from another countries
- Stabilization

Technologies and tools

- Swift, Objective-C, iOS SDK, SnapKit, UIKit, SQLite, Firebase, GRDB, MQTT, BERT, Google Maps, AWS S3, TestFairy, Fabric, Crashlytics

Mobile application

Duration: 01.2017 – 04.2017

A mobile application for scanning image arts from tin bottles using Vuforia SDK's cylinder target scanner.

Team

5 specialists

Position

iOS developer

Responsibilities

- iOS development
- Implemented the custom UI layout
- Integrated with Vuforia SDK

Technologies and tools

- Swift, iOS SDK, Vuforia SDK, UIKit, Crashlytics

Social Network

Duration: 03.2016 – 01.2017

A social network for organizing events with custom tags and messaging communication. User can send messages, share stories and photos, watch videos and live streams, listen to music, play games, join communities and discover a whole new world of talented artists.

Team

7 specialists

Position

iOS developer

Responsibilities

- iOS development
- Implemented new features
- Implemented the custom UI layout from code using Auto Layout DSL
- Implemented the communication with the back-end using REST API and WebSockets

Technologies and tools

- Swift, iOS SDK, SnapKit, UIKit, Alamofire, Socket.IO, GRDB, Crashlytics

NDA

Duration: 06.2015 – 02.2016

MacOS application for building '.xcarchive' files into '.ipa' with custom configuration and uploading the final file to the corporate bug tracking system.

Team

1 specialist

Position

iOS developer

Responsibilities

- MacOS development
- Implemented the UI layout
- Implemented '.xcarchive' file conversion using native 'xcodebuild' tools
- Implemented the logic for updating provision profiles, .ipa resigning
- Implemented the file uploading

Technologies and tools

- Swift, Foundation, Alamofire