



# Roman G.

Senior iOS developer / Team Lead

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## Professional summary

Senior iOS developer / Team Lead with more than 10 years of experience in software development. The technology stack includes Swift as the main programming language and some of the most popular frameworks. Has experience in coordination of functional requirements, design and business logic, evaluation of duration and complexity of work, task planning, legacy code support, interviewing, mentoring, iOS client implementation, tvOS client implementation, watchOS client implementation, macOS client implementation, safari extension implementation.

## Education

Polotsk State University. Qualification awarded: Degree in the Engineering sciences.

## Industries

FinTech, Property, Multimedia, Information Services, Sales & Marketing, Technology

## Technologies and tools

- Swift, Objective-C
- iOS
- RxSwift, RxCocoa, Alamofire
- MVC, LVC, VIPER, MVVM, DI
- SQLite, Realm, Firebase
- Jira, Redmine, Trello
- Git, SVN, Bitbucket
- Xcode

# PROJECTS

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## Consumer Loan Services Mobile App

Duration: 08.2019 – till now

A mobile app to provide consumer loan services, with micro animation and innovative design. The application allows users to get a loan, calculate possible credit options, make a payment, confirm identity, as well as see users' payments and past transactions.

### Team

18 specialists

### Position

Senior iOS developer / Team Lead

### Responsibilities

- Developed new features and components
- Implemented iOS-client
- Performed code review
- Performed team management
- Performed stabilization

### Technologies and tools

- Swift, Clean Swift, Alamofire, Fastlane, Firebase, Fabric, Crashlytics, TinyConstraints, SwiftGen, iAdvize, NeoPay, GFEasyID, Keychain, PromiseKit

# Utilities Management App

Duration: 12.2018 – 07.2019

Our customer is the biggest electricity supplier to private households and businesses in Moscow and Moscow Region. The user base exceeds 7 million households. Our team participated in the development of two apps for different groups of users. The apps provide such features as checking and paying electricity bills with the means of a mobile phone. Also, user feedback forms and catalogs of company partners and offices are included in both apps.

## Team

4 specialists

## Position

Senior iOS developer / Team Lead

## Responsibilities

- Implemented iOS-client
- Performed code review
- Performed team management
- Performed stabilization

## Technologies and tools

- Swift, RxSwift, RxCocoa VIPER, Xcode, Fastlane, Apple Pay, VIP, DITranquillity, IGListKit, Charts, Cartography, Cosmos, Luminous, netfox, Validator, Fabric, Crashlytics, Jira, Bitbucket

# Broadcasting company

Duration: 02.2018 – 11.2018

Our Customer manages four television channels in Russia. The international version of channels is available in the CIS countries, the Baltic and other European states, North America, Georgia, Israel, UAE, Mongolia, and Australia.

## Team

7 specialists

## Position

Senior iOS developer

## Responsibilities

- Implemented new features
- Performed refactoring
- Performed stabilization

## Technologies and tools

- Swift, Alamofire, MVP + ViewModels, Auto-layout, Constraints, AVFoundation, PromiseKit, GoogleAnalytics, SwiftLint

# Report App

Duration: 05.2017 – 01.2018

Report App helps game developers access their monetization and analytics reports on the go, in the easiest possible way. Report App automates the collection, aggregation and unification of your advertising revenues and IAPs from multiple sources (including Unity Ads, Facebook Audience Network, AdMob + many more) and presents you a single view with powerful filtering and drill down capabilities.

## Team

7 specialists

## Position

Senior iOS developer

## Responsibilities

- Implemented iOS-client
- Performed code review
- Performed stabilization

## Technologies and tools

- Swift, Xcode, Trello, Git

# Discounts Tracker

Duration: 07.2016 – 05.2017

Tracking discounts with social network elements. Small company help consumers buy things cheaper. Goal is to help people have more say in what things should cost.

## Team

7 specialists

## Position

Senior iOS developer / Team Lead

## Responsibilities

- Implemented WatchOS-client
- Implemented Safari extension
- Performed team management
- Performed stabilization

## Technologies and tools

- Swift, Alamofire, PromiseKit, EMTLoadingIndicator, MVVM, 3D Touch, ReactiveObjC, Mantle, KVOController, CocoaLumberjack, FBSDKKit, TwitterCore, Size Classes, Notification, AFNetworking, Google / Analytics, SDWebImage, SSKeychain, Fabric, Crashlytics, JGMethodSwizzler, TSMessages, Xcode, Trello, Git

# Movie theater apps

Duration: 12.2015 – 07.2016

Mobile applications allows to watch trailers and film bills, buy tickets and snacks, and also not to forget about the new films chosen thanks to reminders. The purchase payment is organized right in the application.

## Team

4 specialists

## Position

Senior iOS developer

## Responsibilities

- Implemented iOS-client
- Performed stabilization

## Technologies and tools

- Objective-C, Core Graphics, Core Animation, Core Data, Size Classes, Core Location, Youtube API, Paysera API, SOAP, REST, OData, QR, SmartSec, Google/Analytics, SDWebImage, SSKeychain, AFNetworking, MMDrawerController, Facebook SDK, Xcode, Jira, Git

# Interactive TV App

Duration: 01.2015 – 12.2015

This service is an interactive TV that is available on various devices: on a computer, TV, smartphone, tablet. The application allows you to create an account and watch the broadcast on 5 devices from one account. On smart TVs, the app is available on Android TV and Apple TV platforms. On smartphones and tablets, the service is easily installed on the Android and IOS operating systems.

## Team

16 specialists

## Position

Senior iOS developer

## Responsibilities

- Implemented tvOS-client
- Performed stabilization

## Technologies and tools

- Swift, VIPER, xUnique, PromiseKit, SwiftyStoreKit, ParallaxView, Nuke, RxSwift, SwiftyStoreKit, Focus Engine, Size Classes, Alamofire, Fabric, DeviceKit, SwiftyUserDefaults, KeychainAccess, MarqueeLabel, WillowTreeOuroboros, Xcode, Redmine, Jira, Git



# Lock Screen

Duration: 04.2014 – 12.2014

An application with locking access to the keyboard and system functionality until the user has filled in the data (running time, description) in the tracker.

## Team

4 specialists

## Position

iOS developer / Team Lead

## Responsibilities

- Implemented iOS-client
- Performed team management
- Performed stabilization

## Technologies and tools

- Objective-C, C++, LVC, Size Classes, SSKeychain, DDHidLib, Xcode, Git

# Social app

Duration: 07.2013 – 04.2014

Social application of the architectural and construction company that operates in the construction of comfort class townhouses settlements in Moscow and the Moscow Region.

## Team

3 specialists

## Position

iOS developer

## Responsibilities

- Implemented iOS-client
- Performed stabilization

## Technologies and tools

- Objective-C, REST, ReactiveCocoa, Mantle, PinCache, CocoaPods, Yandex Map Kit, Xcode, Redmine, SVN

# Quiz game

Duration: 12.2012 – 07.2013

Here you will find both an intellectual test and a quiz with prizes. Here you can test yourself on knowledge of the issues of history, play a fun game, test your erudition.

## Team

3 specialists

## Position

iOS developer

## Responsibilities

- Implemented iOS-client
- Performed stabilization

## Technologies and tools

- Swift, Alamofire, Realm, Parse, Fabric, Xcode, Jira, Git

# Crib sheets App

Duration: 03.2012 – 12.2012

Crib sheets for Apple Watch. A reminder of events, scheduled meetings, etc. Data transfer to a wrist watch.

## Team

3 specialists

## Position

iOS developer

## Responsibilities

- Implemented WatchOS-client
- Performed stabilization

## Technologies and tools

- Objective-C, Native SDK, Xcode, Redmine, Git

# IPTV

Duration: 06.2011 – 03.2012

Watch TV application. Program Guide. AirPlay streaming. In-App Purchase.

## Team

6 specialists

## Position

iOS developer / Team Lead

## Responsibilities

- Implemented iOS-client
- Performed team management
- Performed stabilization

## Technologies and tools

- Objective-C, LVC, Core Graphics, Core Animation, SQLite, Media Player, AVPlayer, Size Classes, Notification, AFNetworking, SDWebImage, RESideMenu, FMDB, SSKeychain, VLC Kit, AirPlay, RMStore, Xcode, Trello, Git

# E-commerce

Duration: 10.2010 – 06.2011

Social application, like the Twitter, integrating with the store of things.

## Team

8 specialists

## Position

iOS developer

## Responsibilities

- Implemented iOS-client
- Performed stabilization

## Technologies and tools

- Objective-C, Core Graphics, Core Animation, Size Classes, KVO, AFNetworking, SDWebImage, Fabric, Crashlytics, Facebook SDK, Instagram SDK, Xcode, JSON, Jira

# Social app

Duration: 03.2010 – 10.2010

Our customer is the recognized leader in the segment of construction of small and medium-sized townhouses in Moscow and Moscow region. Townhouses from the company "NDA" - it's not just at home, it's a real family value, eco-dwellings in the best traditions of the European architecture of modern times.

## Team

8 specialists

## Position

iOS developer

## Responsibilities

- Implemented iOS-client
- Performed stabilization

## Technologies and tools

- Objective-C, REST, ReactiveCocoa, Mantle, PinCache, CocoaPods, Xcode, Redmine, SVN

# Catalog App

Duration: 05.2009 – 03.2010

Application is an extensive catalog of indoor plants, with information about flower, description of the plant care, watering, transplanting, fertilizer, notification.

## Team

3 specialists

## Position

iOS developer

## Responsibilities

- Implemented iOS-client
- Performed stabilization

## Technologies and tools

- Objective-C, Core Graphics, Core Animation, GCD, SQLite, Auto Layout, JSON, Notification, KVO, AFNetworking, PINCache, FMDB, SDWebImage, Xcode



# Text Recognize Library

Duration: 09.2008 – 05.2009

Universal Library enables you to implement functionality to Detect/Recognize the text in the image in the iOS-applications.

## Team

3 specialists

## Position

iOS developer

## Responsibilities

- Implemented iOS-client
- Performed stabilization

## Technologies and tools

- Objective-C, C, C++, OpenCV, Xcode

# Geolocation Framework

Duration: 01.2008 – 09.2008

Universal Library allows embedding functionality to display different objects on the map in iOS-applications, as well as their clustering, filtering and routing.

## Team

4 specialists

## Position

iOS developer

## Responsibilities

- Implemented iOS-client
- Performed stabilization

## Technologies and tools

- Objective-C, REST, CocoaPods, GoogleMaps SDK, YandexMap KIT, OpenManStreet, FreestyleCSS, NativeCSS, Xcode, Redmine, Enterprise Architect, SVN