



Alexander Lonsky

Date of birth: 30.09.1985

Citizenship: Ukrainian

Marital status: Married, 1 child

Visas issued: Schengen

United States of America (B1/B2) – 2013-2018

Education:

2002 - 2007:

Applied Mathematics, bachelor degree.
Dnepropetrovsk National University, Ukraine

Expertise

Integrated Development Environments:

- Xcode/Xcode Instruments
- IntelliJ IDEA
- AppCode
- WebStorm
- Android Studio

Programming languages:

- Swift
- Objective-C
- Java

Version Control Systems:

- Git
- SVN

CI:

- Jenkins/
Circle CI/
Bitrise

Interests:

- Javascript
- React Native
- Unity3D
- Android

Languages:

- Russian – native,
- English – fluent,
- Ukrainian – fluent,

Work Experience:

Customer: Alamak OY

Employment Dates: Jan, 2017 – Present

Job title: Mobile developer/ Consultant/ Founder

Responsibilities:

- Development;
- Consultancy;

Tools and Technologies: Swift, RXSwift, iOS, Mac OS, Xcode, Java, Android, Kotlin, Android Studio, Web Sockets, ImageMagick

Projects:

- iOS and Android applications to find out all the information about partypoker LIVE events, see what's happening in poker around the world. Both apps also include news, live TV, chats and social network for poker players.
- Apple iOS Application:
 - Scan QR code to start a session
 - Select photos from camera roll and albums
 - Take photos using device camera
 - Upload photos service
- Google Android Application:
 - Scan QR code to start a session
 - Select photos from camera roll and albums
 - Take photos using device camera
 - Upload photos service
- Smart-Kiosk Software(Mac OS app) to print photos:
 - Instagram API integration, actually parsing of Instagram responses because their APIs are not public.
 - Initial order workflow design and implementation
 - Search and results view
 - Order edit view
 - Implement photo printing using intermediate format
 - Basic payment hardware connectivity support
 - Graphical photo editor user workflow
 - Realtime order data synchronisation with database using Web Sockets
 - Support mobile device printing
 - Coin Change Support

Customer: Railsreactor

Employment Dates: November, 2011 – December, 2016

Job title: Mobile developer/ team leader / development manager

Responsibilities:

- Development;
- Team leading;
- Management;
- Conducting of code review and retrospective for each project;
- Resources utilization, set up teams for new projects;
- Participating and elimination of bottlenecks in problematic projects;
- Conducting team performance evaluation;
- Responsible for development retrospective for each team member;
- Setup and support technical environment;

Tools and Technologies: Swift, Objective-C, Core Data, Git, Xcode/Xcode Instruments, CocoaPods, Java, Android, Google services, Social networks, Augmented Reality, OpenGL-ES, Hybrid apps, Cocos2D, Jenkins CI, Gitlab code review tool, Crucible code review tool, Jira, Redmine and so on.

During this period I and my team delivered more than 60 mobile projects.

Some of them are listed below:

Project Description: On My Way by Dispatch. “Where are you now?” “When will you be here?” If you hear these questions from your customers, you’re not delivering the experience they expect!

Responsibilities:

- Team leading, iOS development

Tools and Technologies: Swift , Git, Xcode/Xcode Instruments

Project Description: myUX is the industry’s first personal End User Experience Management iOS application. myUX complements Aternity for Mobile, the company’s award-winning, enterprise End User Experience mobile monitoring platform that includes comprehensive capabilities for monitoring application, device, network and service metrics.

Responsibilities:

- Team leading. Improvement of the iOS version.

Tools and Technologies: Objective-C, Git, Xcode/Xcode Instruments.

Project Description: The NBA Trade Machine allows users trade players between NBA teams. This allows users to see if the trade they are thinking of is valid and could actually happen in the real NBA in compliance with the NBA's trade rules.

Responsibilities:

- iOS development

Tools and Technologies: Objective-C, Core Data, Restful, JSON, Git, Xcode/Xcode Instruments.

Project Description: Dispatch(Dispatch.me) provides a comprehensive range of mobile workforce management solutions designed to help companies face the challenges of managing customer interactions, mobile workforce scheduling, and intelligent resource deployment.

Responsibilities:

- Team leading, iOS development

Tools and Technologies: Objective-C, Core Data, Javascript, Git, Xcode/Xcode Instruments, Google services, Ionic

Project Description: SavantSystems is a leader in home automation, offering you control of your lighting, climate, entertainment, and security from a single app.

Responsibilities:

- iOS development

Tools and Technologies: Objective-C, Git, Xcode/Xcode Instruments, UIKit Dynamic

Customer: Ideas World (rebranded Agilie)

Employment Dates: April, 2009 – November, 2011

Job title:

- Co-founder;
- Sales;
- Management;
- Team leading;
- iOS development;

**During this period I and my team delivered more than 30 mobile projects.
Some of them are listed below:**

Project Description: An iOS client for Burning Hollow Technologies that is a cutting edge startup seeking to change the way people interact with their homes. We are committed to providing consumers a gateway and cloud-based service that supports all significant protocols, will be expandable to all relevant devices, and is simple and economical for the non-technical user.

Responsibilities:

- Improvement of the iOS version.

Tools and Technologies: Objective-C, Git, Xcode/Xcode Instruments, Core Plot.

Project Description: YandexMarket

Client for the Yandex LLC.

Use your cell phone's camera to scan a product barcode and find out whether or not you're really being offered the best deal.

If the item's cheaper elsewhere, you can call the store directly from within the app and ask them to put the chosen item aside for you.

Responsibilities: partial team leading, development, team size – 4 person.

Tools and Technologies: Objective-C, Core Data(ORM), SVN, Xcode Instruments.

Project Description: Das

Find DAS agencies on the move using the new DAS Agency finder app. Whether searching by location services offered or company name the DAS agency finder will allow you to reach out to key contacts with a few simple clicks.

Responsibilities: team leading, partial development, team size – 4 person, support.

Tools and Technologies: Objective-C, Core Data(ORM), SVN.

Project Description: VideofyMe

An iPhone client that allows to add/watch videos

Responsibilities: team leading, management, partial development.

Tools and Technologies: Objective-C, Core Data(ORM), SVN, ported C-lib curl to iOS to work with ftp using ability to resume uploading, VAST 2.0.

Project Description: DSG Locator

iPhone client for Dansk Supermarked Gruppen. Shows stores of chains on google map using different filtering, supports data cache.

Responsibilities: development, trip to Denmark.

Tools and Technologies: Objective-C, Core Data(ORM), SVN.

Project Description: Grazia

By applying real-time Grazia.fr find all the news first daily female fashion, beauty, celebrities, culture,...

Responsibilities: development of third part, team size – 4 person.

Tools and Technologies: Objective-C, Core Data(ORM), SVN.

Project Description: shopgids.nl

The useful features of Shopgids.nl summarized:

- Create a mobile shop guide based on your location and shopcategory (ies)
- Find a shop directly in your environment (by name)
- Refer to store information: Hours, Address, Phone Number, and Website Review
- Create a pedestrian route to a store
- Read the latest Shop News editors
- Add stores to your favorites

Currently Shopgids.nl contains more than 7000 retailers in over 50categories shop. Buying Guide is continuously updated with the bestshops.

Responsibilities: management, team leading, team size – 2 person.

Tools and Technologies: Objective-C, JSON, Facebook API, SVN.

Project Description: shopVIP.com

shopVIP.com brings the excitement back into online shopping with exclusive sales of fashion and lifestyle brands at 30% to 70% discount.

Responsibilities: management, partial team leading, development, team size – 4 person.

Tools and Technologies: Objective-C, JSON, Facebook API, Push notifications, Paypal API, SVN.

Project Description: Ndorseit!

When you see Ndorseit! Logo in advertising, shops, online or on TV, you can use this app to read the bar code, a unique offering, share it with your friends on Facebook, and then take advantage of the benefit Ndorseit! gives you.

Responsibilities: development, support.

Tools and Technologies: Objective-C, JSON, Google maps API, Facebook API, SVN, ZBAR lib, Core Data(ORM).

Project Description: Jakten.no

Digital treasure map that takes you to great rewards and experiences around the world! Enroll by simply logging in using your Facebook profile, or create your own profile Jakten.no

Responsibilities: development, support.

Tools and Technologies: Objective-C, JSON, Google maps API, Facebook API, SVN.

Project Description: maxitFootball

Pepsi's competition in Norway. Based on passing quizzes and video's rating. You are able to upload video into youtube; to vote video of other participants; to pass quizzes and to win prizes.

Responsibilities: development.

Tools and Technologies: Objective-C, JSON, Youtube API, SVN.

Project Description: uKnowMe

Application, that simulates native iPhone app - «safari» to make fake search and fake search's results(html pages) of user, as famous human.

Responsibilities: development, team size – 2 person.

Tools and Technologies: Objective-C, SVN, HTML.

Project Description: YELL.COM

With Yell.com you can find local businesses and service providers from Yell's comprehensive UK Yellow Pages business listings.

Yell.com enables you to search for popular local businesses such as pubs, shops, restaurants, cafés, take-away food, taxis and cash machines with a single tap.

Using the GPS in your iPhone, Yell.com will automatically show your location, allowing you to quickly find local businesses around you. With integrated maps you can see where you are, the location of local businesses and facilities such as parking.

Responsibilities: development, implementation of second version.

Tools and Technologies: Objective-C, SVN.

Project Description: Chopstix

Enhance your Zen... Take control of your Chi...

Its time for you to hold your nerve and capture a fly in midair through the cunning use of chopsticks.

Revolutionary and innovative motion controls, not seen anywhere else, bring you intuitive and free movement to catch that fly!

Responsibilities: Development

Tools and Technologies: Objective-C, coco2d engine, SVN.

Project Description: EIERLAUF – is the iPhone game where user has to keep egg on the desk. Sometimes user comes across obstacles such as bottles, that knocks out egg from the table.

Responsibilities:

- development
- Features: Realistic physics during collisions between egg and obstacle – bottle.

Tools and Technologies: cocos2d (open source engine for developing 2D games for iPhone, works over opengl-es), objective-c, chipmunk (open source fast and lightweight 2D rigid body physics library in C)

Project Description: Dosenwerfen - is the game where user has to knock cans with tennis ball. There are two kinds of controlling ball – accelerometer (looks like a real throw; shake the iPhone for action) or finger.

Responsibilities: development

Tools and Technologies: cocos2d (open source engine for developing 2D games for iPhone, works over opengl-es), objective-c, chipmunk (open source fast and lightweight 2D rigid body physics library in C)

Customer: SoftServe

Employment Dates: April, 2008 – April, 2009

Job title: Java developer/Team Leader

Project Description: Nuvo Apps. NUVO NEBULA is the industry-leading solution for pervasive network discovery and performance data collection, from comprehensive multitechnology/multi-vendor monitoring, to automated fault-tree analysis.

Responsibilities: Auto testing: UI

Tools and Technologies: Java 6.0, Selenium, Ant, SVN.

Project Description:

- DealerPORTAL for US and India markets are projects oriented to allow automotive dealers improve their sales. Both products integrate with different lead scoring systems. Responsible for prototype architecture design and development. Delivery manager for the products, writing product documentation and requirements specifications, managing outsourcing network and consuming projects results, application servers support.
- Automotive sites scrapping tools – modular command-line tool that can scrap leads from Cars.com and AutoTrader.com Web sites.

Responsibilities: java developer.

Tools and Technologies: Java 5, Tapestry 4/5 (US/India), Hibernate/JPA, iBatis, Spring, AspectJ, Acegi, Ant/Maven, Cobertura, TestNG, HttpUnit, Quartz, Velocity, JavaMail, MS SQLServer/Postgres (US/India), XML/XPath, Axis..

Customer: Wildec**Employment Dates:** February, 2007 – April, 2008**Job title:** Java developer**Project Description:** Small mobile games. Actually there was a mobile dummy application that had possibility to represent the logic coming from the server side through the TCP socket protocol.**Responsibilities:** To implement a couple of small games using TCP sockets to represent UI and logic in the mobile app.**Tools and Technologies:** j2se, IntelliJ Idea 7.0, MySQL, JDBC, XML, TCP sockets.**Customer:** Krendls**Employment Dates:** October, 2005 – January, 2007**Job title:** Java developer**Project Description:** 3d avatar. An applet that makes avatars using 3D models.**Responsibilities:** java development.**Tools and Technologies:** j2se, IntelliJ Idea 5.0.**Project Description:** itrezzoAgent.

Blackberry client to synchronize an information, uses the BlackBerry Enterprise Server

Responsibilities: code review, bug fixing.**Tools and Technologies:** Blackberry, IntelliJ Idea 5.0.**Project Description:** Nexus. J2ME client (includes only messaging) for social networks(www.myspace.com , www.fotochatter.com).**Responsibilities:** j2me development.**Tools and Technologies:** j2ME, IntelliJ Idea 5.0, ANT+ANTENNA, XML.**Project Description:** VCEL. J2ME client for a site of friends (www.myspace.com).**Responsibilities:** j2me development.**Tools and Technologies:** j2ME, IntelliJ Idea 5.0, ANT+ANTENNA.**Project Description:** 3D MMO RPG online game for j2me devices. A project was implemented on 90% and then frozen due to lack of budget.**Responsibilities:** j2me developer.**Tools and Technologies:** j2ME, IntelliJ Idea 5.0, ANT+ANTENNA, XML.**Project Description:** AskMeNow. J2ME/Blackberry application that represents a collection of services (weather, the directory, etc.).**Responsibilities:** j2me developer, porting to BlackBerry devices**Tools and Technologies:** j2ME, IntelliJ Idea 5.0.**Project Description:** MPPS. J2ME payment application – mobile wallet.**Responsibilities:** j2me development.**Tools and Technologies:** j2ME, IntelliJ Idea 5.0, XML.

