

## **Yastrebov Andrey**

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## **Summary**

iOS app developer (including iPhone, iPad, iPod Touch) with five year experience in mobile application design and development. Used to develop both, mobile games and apps with complex business-logic. My goal is to create mobile software with high-performance and easily maintainable codebase on top of clean and useable UI. I am constantly learning new technologies and always try to improve my skills in this rapidly changing industry. I've also contributed in some open-source projects, and stay in touch with other interesting community projects.

## **Technical Skills**

**Languages:** Objective-C; Java; Ruby; Python; Lua

**Development Software:** Xcode; Eclipse; AppCode IntelliJ IDEA; Netbeans; Sublime text; PyCharm; RubyMine; Atom; Git; Svn

**Technologies:** RESTfull web services; JSON; XML; iOS Core Services; Cocos2D; CoreData; RestKit; AFNetworking; PromiseKit; Corona; Cocoapods; OAuth; Facebook API; Twitter API; VK API; Odnoklassniki API

**Platforms:** OS X; Linux; iOS; Android

**Cloud Services:** Parse; Heroku; Github; Urban Airship

## **Work Experience**

**Luxoft** as Lead iOS developer since June 2015 to present time

1. Tinkoff iOS mobile bank apps

**Agile Fusion Corporation** as a iOS Software Engineer since July 2012 to June 2015 (Saint-Petersburg, Russia)

1. Shelvz — iOS app for redeeming coupons in various US stores
  - UI implementation
  - API client implementation
  - Social networks integration
2. Jack and Jill — iOS game for kids, made with corona SDK
  - Levels implementation
3. Fleapop — iOS app. Mobile Flea market shopping
  - UI implementation
  - API client implementation
  - Social networks integration
4. Regivit — iOS shopping app, similar to eBay
  - UI implementation
  - API client implementation
  - Social networks integration
5. ThatInbox — iOS mail app, which utilizes mailcore2 library and INK frameworks
  - bugfixes
6. Mobile Appointments — iOS app which integrates with build-in calendar app
  - UI implementation
  - API client implementation
  - Core Data implementation
7. Active Learning — iOS app for reading, browsing and purchasing epub books
  - UI implementation
  - API client implementation
  - Core Data implementation
8. Chefs Feed — iOS app, the first and only chef-powered restaurant guide.
  - UI implementation
  - API client implementation
  - Social networks integration
  - Push notifications implementation
  - Bugfixes
9. Athens — Educational iPad app for University of Phoenix
  - UI implementation

**FoodMap LLC** as a iOS and Android Software Engineer since May 2011 to June 2012 (Saint-Petersburg, Russia)

1. Menutka — iOS and Android app for spotting nearest cafes and restaurants and provides a full menu with a social integration.

- UI implementation
- API client implementation
- Social networks integration

**Lanit-Tercom** as a iOS Software Engineer since September 2010 to May 2011 (Saint-Petersburg, Russia)

1. Hunting pro — iOS app for patterning a shotgun
2. Cafes Network — iOS app (branded) for cafes. Allowing people to get new friendships in the particular cafe.
3. Recorder app — iOS voice recording app with speex codec support

**Independent & Contract** iOS Development since January 2009 to September 2010 (Saint-Petersburg, Russia)

1. Various casual games, made with Cocos2D framework
2. Multiple iOS utility apps (one of them was top-3 Russian AppStore)
3. Freelance projects

## **Education**

Saint-Petersburg State University  
Mathematics and Mechanics Faculty  
Specialist degree  
since 2006 to 2012