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📄 <https://lowlevelbits.org>

Software should be beautiful. Both inside and outside.

Projects

Commercial Projects

Uberchord <https://itunes.apple.com/US/app/id952669753>

Your personal guitar trainer.

Introducing various testing techniques to improve quality of the code base and improve maintainability.

Blacklane <https://itunes.apple.com/us/app/blacklane/id524123600>

Client app for the Blacklane customers.

Introduced Unit Testing.

Implemented event tracking to understand the users better.

Constantly improving maintainability of the code base.

Talendo <https://itunes.apple.com/us/app/talendo-jobborse-und-stellen/id763634231>

Job-search portal for German market.

Helped a designer to improve mockups and overall user-flow.

Developed API specifications for backend team.

Developed the app from a proof of concept to the AppStore.

Set up beta testing via Enterprise Distribution.

OpenSource Projects

Clang <http://clang.llvm.org>

C/C++/Objective-C compiler.

Extended Objective-C's boxed expressions to accept C structures and unions.

Implemented new warning for Objective-C.

Fixed couple of bugs.

Committer since Feb, 2015.

My contribution:

<https://github.com/llvm-mirror/clang/commits?author=AlexDenisov>

Mull <https://github.com/mull-project/mull>

LLVM-based mutation testing system.

Currently it supports C++ and GoogleTest.

Here is the idea explained:

<https://lowlevelbits.org/llvm-based-mutation-testing-system/>

Components <https://github.com/AlexDenisov/Components>

Makefile-based approach to manage dependencies.

<https://lowlevelbits.org/components-management/>

Experience

- Jul 2016 - **Software developer**, *Uberchord, Berlin, Germany*,
Present <https://www.uberchord.com>.
Maintaining existing app: implementing new features, fixing bugs.
- Sep 2014 - **Software developer**, *Blacklane, Berlin, Germany*,
Jun 2016 <https://blacklane.com>.
Maintaining existing apps: implementing new features, fixing bugs.
- May 2013 - **Software engineer**, *Railsware, Kiev, Ukraine*,
Aug 2014 <http://railsware.com>.
Assessment of requirements for software development and time estimation.
Taught backend developers how to write iOS apps and learned from backend developers how to write backends.
- Oct 2012 - **iOS developer**, *Stanfy LLC. Kiev, Ukraine*,
Mar 2013 <http://stanfy.com>.
Assessment of requirements for software development and time estimation.
Software development.
- Feb 2011 - **iOS/RubyOnRails developer**, *MLSDev LLC. Donetsk, Ukraine*,
Oct 2012 <http://mlsdev.com>.
Assessment of requirements for software development and time estimation.
Software development. Web-services deployment and support.
- Aug 2010 - **C++/Qt developer**, *WiseTroll (Sole Proprietorship). Donetsk, Ukraine*.
Feb 2011 Assessment of requirements for software development and time estimation.
Software development.

Technical Skills

- Languages Objective-C, C++, Bash, Perl, Scala, OCaml
VCS Git, SVN, Mercurial
OS OS X, Linux (Debian), FreeBSD
Techniques TDD, XP, Scrum, Kanban

Education

University

- Oct 2006 - **Software Development**, *Computer Academy "Step", Donetsk, Ukraine*.
Dec 2011 Team member, represented Ukraine at the final of ImagineCup'10 at Poland.
- Sep 2006 - **Management of Organizations, Bachelor**, *Open International University of Human Development "Ukraine"*.
Jul 2010

MOOCs (Coursera)

- Sep 2015 - **Automata**,
Nov 2015 *Learned a lot about automata, regular languages, grammars &c.*,
<https://www.coursera.org/course/automata>.
- Apr 2015 - **From Nand to Tetris / Part I**,
Jun 2015 *Learned basics of logic circuits. Implemented Assembler for a 'toy' machine*,
<https://www.coursera.org/course/nand2tetris1>.
- Sep 2014 - **Functional Programming Principles in Scala**,
Nov 2014 *Learned basics of functional programming*,
<https://www.coursera.org/course/progfun>.

Public Activity

Speaking

- RIT++ 2016 **Getting started with LLVM using Swift.**
Link: <http://appsconf.ru/2016/abstracts/2165>
- FOSDEM 2016 **How to use LLVM C API with Swift.**
Link: https://fosdem.org/2016/schedule/event/llvm_c_swift/
- Mobile Warsaw **Magic Behind Xcode, *Compilation*.**
Slides: <https://speakerdeck.com/alexdenisov/magic-behind-xcode>
- CocoaHeads Berlin **Compilation Process, *How a program is born*.**
Slides: <https://speakerdeck.com/alexdenisov/compilation-process>
- CocoaHeads Berlin **BloodMagic, *Custom property attributes for Objective-C*.**
Slides: <https://speakerdeck.com/alexdenisov/bloodmagic>

On the Internet

- Blog <https://lowlevelbits.org>
- Blog <https://systemundertest.org>
- GitHub <https://github.com/AlexDenisov>
- StackOverflow <http://stackoverflow.com/users/829116/alexdenisov>
- LinkedIn <http://www.linkedin.com/pub/alexey-denisov/2a/bab/a29>