

Alex Severyanov

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PROFILE

I'm an iOS and macOS developer with a quite big experience. I'm developing more 10 years now and since 2011 I'm doing this for money (a time when I started to develop iOS applications). My main skills are swift/objective-c (obviously), but except this, I also have experience in C#, C/C++, Python, Ruby, Java and some other languages that are used for scripts mostly. Since 2015 I've been working remotely.

I'm trying to write clean, understandable and supportable code.
You can find more information about me on my site (<https://alexizh.github.io/>).

EXPERIENCE

iOS Developer, SamsungNEXT/Whisk – Jul, 2019

Developing an iOS app, integrating unit tests, GitHub actions.

iOS Developer, nebenan.de – Sep, 2017

Developing an iOS application for nebenan.de, CI maintenance, slack bot developing.

macOS Developer, OnQ Systems GmbH – Apr, 2017

Developing a macOS application for making bank payments.

iOS Developer, MQD BV- Dec, 2011

It's an outsourcing company. I developed a lot of applications there, was a leader for a couple of projects and also I wrote technical documentation(for projects, style guides, other conventions) for an iOS team.

EDUCATION

Udmurt State University, Russia- Specialist of diploma, 2015

PROJECTS

Whisk - Jul, 2019

(Xib, Swift, Realm, RxSwift)

App for storing and managing shopping lists, collecting and sharing recipes, other helps in cooking.

<https://alexizh.github.io/projects/whisk/>

nebenan.de - Sep, 2017

(Autolayout, Swift, Ruby)

A social network for connecting neighbors. It's a competitor of the Nextdoor on the european market.

<https://alexizh.github.io/projects/nebenan/>

Paymaker 2 - Apr, 2017

(Swift, CoreData, SQLite, Sparkle, Storyboards, Apple script)

A macOS application which helps to manage and create your payments according to ISO 20022.

<https://alexizh.github.io/projects/paymaker/>

Smart Home Application - Jan, 2016

(Swift, MQTT, Storyboards, CoreData, OpenSSL)

An iPhone/iPad application for managing the smart home system controlled by raspberry pi hardware.

<https://alexizh.github.io/projects/smart-home/>

AlfaSense - Feb, 2015

(Objective-C, ARC, WebSocket, Manual Layout)

A bank application with a standard bundle of features but an experimental system of prediction next user's actions.

<https://alexizh.github.io/projects/alfasense/>

Dispatch United - Apr, 2014

(Objective-C, ARC, CoreLocation, Geo-Coding, Manual Layout)

An iPhone/iPad application as for independent taxi drivers so as for small taxi companies.

<https://alexizh.github.io/projects/dispatch/>

24Links - Sep, 2014

(Objective-C, ARC, CoreLocation)

Application for displaying information about cities

Stin Jee - June, 2014

(Objective-C, ARC, CoreLocation, Geo-Coding, Manual Layout)

An iPhone application about food. Discounts, promotions in the nearest places, menu.

<https://alexizh.github.io/projects/stinjee/>

SplittPay - Oct, 2013

(Objective-C, MRR, Manual Layout, ABBY OCR)

An iPhone application that allows you to share a bill for dinner at a restaurant between your companions.

<https://alexizh.github.io/projects/splittpay/>

XPush (xtremepush.com) - July, 2013

(Objective-C, MRR, CoreLocation, iBeacon, white-labeling)

Framework for working with push notifications and iBeacons, monitoring, a demo application for this framework.

Buzztime Trivia Live - May, 2013

(Objective-C, MRR, UDP)

Online trivia game

PinMyWay - Jan, 2013

(Objective-C, MRR, OSM, Map Caching, CoreLocation, Manual Layout)

An iPhone application which uses OpenStreetMaps, works in offline and allows to create your custom routes.

<https://alexizh.github.io/projects/pmw/>

Bimano- Nov, 2012

(Objective-C, MRR, CoreData, Manual Layout)

An iPhone application which provides information about bouldering areas in Europe, mountaineering in Switzerland and information about climbing gyms.

<https://alexizh.github.io/projects/bimano/>

Fielmann - June, 2012

(Objective-C, MRR, PayPal, Manual Layout)

An iPhone application for Fielmann Lenses. In this application a user can choose and order optical lenses delivering.

<https://alexizh.github.io/projects/fielmann/>

Budweiser promo game (Budweiser) - June, 2012

(Objective-C, MRR)

Small promo game

Shop or Die! (Kyra Kendall) - Mar, 2012

(C++, Cocos2d-x, Box2d)

An iPad platformer game about traveling with a lot of mini-games and very specific graphic.

<https://alexizh.github.io/projects/shopordie/>

RWSS (Robert Walters) - Dec, 2011

(Objective-C, SVN, MRR)

Application with a statistic of salaries.