

Alexey Voronov, Software Development Engineer

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- Location: Yekaterinburg, Russian Federation

Profile

An organized, collaborative, and skilled iOS Software Engineer with over 4 years of experience in developing mobile apps. Earlier, I've developed 5 iOS apps that were downloaded over 500K times. Have experience of working on a project both independently and in a team. Able to meet deadlines and handle multiple projects; a cohesive team player with exceptional interpersonal skills. Successfully mentored 2 developers from beginners to juniors.

Skills

Languages:	Swift
Frameworks and Libraries:	iOS SDK, XCTest, XCUITest, RxSwift, SwiftUI, Combine, CocoaPods, Moya, Alamofire, ObjectMapper, SnapKit, Swinject, SwiftLint
DBMS:	CoreData
Architectural Patterns:	MVC, MVVM(-C), CleanSwift, Viper
Tools:	Xcode, Git, Jenkins, TeamCity, Fastlane, GitHub, GitLab, BitBucket, Slack, VSCode, Sketch, Figma, Zeppelin, Firebase, Jira, Trello
Methodologies:	Scrum, Kanban
Others:	Object-Oriented Programming, Protocol-Oriented Programming, REST, JSON-RPC, Unit testing, SOLID, Web sockets, Programmatic UI, Interface Builder

Professional experience

Tochka, JLC

<https://www.tochka.com>

iOS Development Engineer

December 2019 - present

Developing a new mobile bank app for business.

- Working in several teams:
 - iOS core
 - product infrastructure
 - foreign economic activities
 - Tochka X
- Writing UI/Unit tests
- Performing code-reviews
- Mentoring new developers
- Collaborating with designers and project managers to improve user stories
- Supporting previous app (Objective-C)
- Supporting internal frameworks
- Conducting technical interviews
- Analyzing crash logs
- Responsible for task decomposition and management

Key results:

- Developed several features required to release the application for all users:
 - invoice
 - currency exchange + exchange control
 - salary project
 - contractors service
 - timeline
 - redesigned main screen
- Solved some application performance tasks:
 - improved home screen's performance
 - increased local storage stability and speed
- Fixed app to run on M1 Macs and iOS 15 devices
- Made a cover for simplifying the work with RxDataSources framework

Environment:

Swift, RxSwift, MVVM + Coordinators, SnapKit, CoreData, Alamofire, XCTest, GitLab, BitBucket, Jira, SwiftLint, Firebase

Sima-Land, LLC

<https://www.sima-land.ru>

iOS Development Engineer

June 2019 - November 2019

Developed "Sima-Land" hypermarket app

- Received project from another team and brought it to release
- Helped another team out with "Sima-Land" online shop app's bugs backlog (React Native)

Key results:

- Developed and launched the app
- Implemented a server-side layer
- Covered 60% of code by Unit/UI tests
- Set up the CI/CD (Fastlane + Jenkins) automatization:
 - running Unit/UI tests
 - releasing to TestFlight and AppCenter
- Wrote git hooks for checking code style (SwiftLint) and running Unit tests before pushing
- Improved app architecture from MVC to MVVM
- Implemented CoreData for caching app data and working without an internet connection

Environment:

Swift, CoreData, MVVM, Moya, Interface Builder, GitLab, Jira, SwiftLint, Firebase

Repast, LLC

<https://www.repast.ltd>

iOS Development Engineer

November 2018 - June 2019

As a part of a team, I developed mobile apps for a huge restaurant project to improve client service. We made apps and services to improve an ecosystem inside restaurants and interaction between a customer and a restaurant.

Key results:

- Developed from scratch and released 2 apps
- Took part in the development of internal frameworks
- Took part in app's architecture discussions

Environment:

Swift, RxSwift, Interface Builder, MVVM, Swinject, Github, BitBucket, Jira, Firebase

Education

- Ural Federal University, Yekaterinburg, Russia — Bachelor's degree, Computer science, 2018
- Ural Federal University, Yekaterinburg, Russia — Master's degree, Computer science, unfinished

Languages

- Russian — Native
- English — Technical level