Andrei Lunevich - iOS developer

Career Summary

Mobile developer (iOS / Android) since 2010 year. Created universal applications for iOS and Android. Created client-server applications with data synchronization in background. Worked with clients in USA, Germany, Morocco, Russia, Australia, Norway. Worked with remote teams. Worked with backend team in creation and optimization of API.

Summary of Qualifications

- Objective-C
- Swift
- Java
- SQLite
- C#
- JavaScript
- CSS3
- HTML5
- AngularJS
- C++

Instamotor   Jul 2016 - present

Mobile Developer (iOS / Android)

- Development of application architecture and API implementation
- Performance optimization
- Rewrote to swift language
- New features implementation

Exposit D.S.   Nov 2013 - Jun 2016

Mobile Developer (iOS / Android)

- Business (client-server) application development
- Redesign and optimization of exist applications
- Created almost 90% of client-server applications
- Few sport applications (Yoga exercise, GPS-tracker)
- PhoneGap plugin for image zooming
- Shell automatic build scripts for cross-platform applications based on grunt
- Module for loading and drawing .obj and .mtl (OpenGL). wrapper for libpng.
- Created AngularJS application for loading and displaying huge data, drag and drop of images, UI change depend on user roles.

Itibo   October 2010 - Nov 2013

Mobile Developer (iOS / Android)

- Game development
- Business (client-server) application development
- Development of application architecture and API implementation.
- Created module for iOS (Cocos2d) for drawing and animating music notes.

Education

Bachelor's degree, Information Systems and Technologies (in economics) 2009-2014
Yanka Kupala State University of Grodno, Belarus

Courses:

- Android development courses - EPAM Systems

Languages:

- Russian (native speaker)
- English (intermediate)

Skills:

Developing application using native hardware, Objective-C, Swift, Java programming languages. Application architecture design. Realization of OOP approach. URL Schemes adaptation. XML and JSON working with.

iOS: CoreData(SQLite), Realm, MessageUI, AddressBook, CoreLocation, CoreGraphics, MapKit, RestKit, CoreAudio, CoreVideo, MediaPlayer, JsonKit, Amazon RDS, Amazon S3, Amazon DynamoDB (noSQL), CFNetwork, SocketIO, AFNetworking, XMPP Framework, DropboxSDK etc.

Android: Fragment API, Google Maps V2, ORM (ActiveAndroid, GreenDAO), GSON (Json), Google Analytics, In-App Billing, Retrofit, DroidKit, OttoBus, BrightCove.

Social Integration: Twitter, Facebook, Google+, VK

Tools for testing and analytics: Flurry, TestFlight, Crashlytics, Crittercism, Amplitude, Google Analytics

Projects:

Instamotor (https://itunes.apple.com/us/app/instamotor-buy-sell-used-cars-locally/id929373823?mt=8)

    Description:
    Application for sell and buy used cars.

    Role:
    Development, database architecture, API integration, implementation of full functionality. Rewrote to swift.

    Technologies:
    iOS, Swift, Realm, RxSwift, REST (JSON), SocialAuth (Facebook, Google), Amplitude, GoogleAnalytics, Crashlytics, Testing (Quick, Nimble), Fastlane

Lialka (https://play.google.com/store/apps/details?id=com.dlab.lialka)

Description:
Application for parents about children, their development and care for them.

Role:
Development, database architecture, API integration, implementation of full functionality in offline mode.

Technologies:
Android, Kotlin, GreenDAO, GoogleAnalytics, RxJava, Fragments API, REST (JSON), SocialAuth (Facebook, Google, VK)

OX Video Processing Workstation

Description:
macOS video editor for American football

Role:
Development, database architecture, API integration, implementation of full functionality.

Technologies:
macOS, Swift, CoreData, AVFoundation

Plusarium (https://itunes.apple.com/us/app/plusarium/id901280642?l=ru&ls=1&mt=8)

Description:
Application to make your life balanced. Create counters and watch progress.

Role:
Development, database architecture, API integration, implementation of full functionality in offline mode, data synchronization with server, bugs fixes.

Technologies:
iOS, CoreData, CoreGraphics, Flurry, Crittercism, REST (JSON).

Aerobia (https://itunes.apple.com/us/app/aerobia/id566375588?mt=8)

Description:
Sports GPS-tracker which helps to trace and analyze workouts.

Role:
Development (about 50% of project), API integration, database work, workouts and social feeds screens implementation.

Technologies:
iOS, CoreData, MapKit, CoreGraphics, REST services (JSON).

Anesthesia (Enterprise application. Not for publishing.)

Description:
Application for USA anesthesiologists to reduce "paper work".

Role:
Development, database architecture, communication with customer and designer, implementation of data saving to AWS S3, data synchronization between devices.

Technologies:
iOS, CoreData, AddressBook framework, MessageUI framework, CoreGraphics, AWSiOSSDK (S3 sharing).

Yoga (https://play.google.com/store/apps/details?id=com.yoga.pro.google.paid)

Description:
Application for doing yoga exercises with poses by skill level, fitness goal or by type

Role:
Development, redesign, data loading (full programs - videos, images, sounds), synchronous playback of content

Technologies:
Android, SQLite, Flurry, XML, Google Analytics, Fragments API.

Nootri The Nutrition Manager (https://itunes.apple.com/US/app/id912109727?mt=8) - deleted

Description:
Application calculates your ideal nutrient values based on your personal profile and compares it to your daily food.

Role:
Development application from wireframes to publishing, database architecture, communication with Backend developer in API implementation, collaboration with customer, release to AppStore.

Technologies:
iOS, CoreData, CoreGraphics, REST (JSON)

Additional Info

Blog - **http://andreylunevich.blogspot.com.by**

Github — **https://github.com/AndreyLunevich**

Presentation with all application (description, screens) — **https://www.dropbox.com/s/2jai4hc66wmt8z1/Andrey-CV.pdf?dl=0**