# Philip Vasilchenko
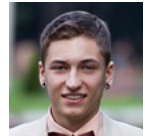
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## Summary

My main direction — iOS application and game development.
I'm most passionate about developing hight quality and maintainable software, exploring new technologies and libraries, being a team player in agile environment. Use best practices in creating software (write simple and clean code using OOP and design patterns). I have experience in developing mobile applications and games for iOS, Android, Kindle Fire and Windows Phone 7.

## Education

Oct 2006 - Dec 2011 | **Software Development**, *Computer Academy "Step", Donetsk, Ukraine*, Grade: 5/5.
Team leader, represented Ukraine at the final of Microsoft ImagineCup'10 at Poland.

Sep 2006 - Jul 2010 | **Finance and Credit, Bachelor**,
*Open International University of Human Development "Ukraine"*, Grade: 5/5.

## Commercial Projects

### Objective-C

iTaxi | http://www.6270000.ru/
Application that allows users to quickly call a taxi.

vTuner for Alpine | http://radio.vtuner.com/alpine/
vTuner internet radio gives you access to thousands of radio stations from across the globe.

### Lua (CoronaSDK)

Rocket Space | http://itunes.apple.com/app/rocket-space/id531141378
Rocket Space is a mobile arcade game, where one is to fly a rocket and avoid obstructions. Game is available on iOS, Android and Kindle Fire.

### C# / .Net Framework 4

GPS Alarm | http://www.gpsalarm.ru/en/
S-5000. New generation of car alarm system.
Undeniable advantage of the system is controlling by mobile phone.

## Experience

May 2011 - Jul 2012 | **iOS/Lua developer**, *MLSDev LLC. Donetsk, Ukraine*.
Assessment of requirements for software development and time estimation.
Developing desktop client for traffic monitoring system
Developing apps for iOS with Objective-C
Developing cross-platform games with Lua and Corona SDK

## ▬▬▬ Development skills

### Programming Languages

| | |
|---|---|
| Expert | Objective-C, Lua |
| Intermediate | C#, C, C++ |
| Basic | JavaScript |

### Frameworks and tools

| | |
|---|---|
| iOS | UIKit, CocoaPods, Cedar |
| GameDev | Corona SDK, Cocos2D, Unity 3D |
| .Net | WPF, XAML, XNA, Silverlight |

## ▬▬▬ Computer skills

| | |
|---|---|
| IDE | Xcode, MonoDevelop, Visual Studio |
| OS | MacOS X, Linux(Ubuntu, Debian), Windows |
| VCS | Git, Mercurial, SVN |
| Development technics | BDD, TDD, XP, Continuous Integration |

## ▬▬▬ Languages

| | |
|---|---|
| Native | Russian, Ukrainian |
| Professional | English |

## ▬▬▬ Public activity

| | |
|---|---|
| LinkedIn | http://www.linkedin.com/in/artfeel |
| Habrahabr | http://habrahabr.ru/users/agent_smith/ |
| StackOverflow | http://stackoverflow.com/users/829155/artfeel |
| HashCode | http://hashcode.ru/users/1565/artfeel |
| Github | https://github.com/ArtFeel |