

# Arseny Mamikonyan

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## PROFESSIONAL SUMMARY

As a Lead Mobile Engineer with ~5 years of experience, I have honed my skills in developing and delivering high-quality mobile applications. I excel at leading cross-functional teams, collaborating with stakeholders, and implementing innovative solutions to complex technical challenges. With my expertise in [specific technical skills], I am well-equipped to drive the development of cutting-edge mobile applications that meet user needs and exceed business objectives. In addition to staying up-to-date with emerging technologies, I am passionate about sharing my knowledge with my team and making continuous improvements to the product. As a dedicated professional, I am committed to delivering exceptional results and driving the success of my team and clients.

## WORK EXPERIENCE

### **Lead Mobile Engineer at Planday, Copenhagen — 11/2020 - Present**

As a Lead Mobile Engineer, I expertly guided a team of 7 cross-platform engineers, including specialists in iOS and Android mobile platforms, Backend development, and QA. I played an instrumental role in researching, scoping, prioritizing, executing and releasing new product features, each aimed at enhancing the user experience and introducing cutting-edge technologies while reducing technical debt.

My leadership and technical expertise were crucial in driving our team's and product's success. In addition to my technical responsibilities, I actively mentored junior engineers and fostered a culture of collaboration and continuous learning within the team. By setting high standards for code quality, design, and documentation,

I ensured that our products were not only functional but also maintainable and scalable over time. As a result, our team consistently met and exceeded project goals, and our products received positive feedback from users and stakeholders.

### **Key points of responsibilities:**

- Working with cross-platform, agile teams on scheduling application for iOS.
- Maintained high-quality, clean, maintainable and legible code with effective code reviews and covered all business logic with unit tests.
- Took an active part in managing technical depth by prioritizing work and features to reduce Objective-C code, separating features into separate modules and introducing and maintaining code style guidelines.
- Key person for maintaining CI/CD pipelines.

- Been involved in the recruiting process, code challenges reviews and technical interviews.
- Mentoring junior iOS developers.
- Introducing new colleagues to the product, codebase and getting them up to speed with team processes.
- Researching and developing features as a *project* lead.
- Been in close collaboration with multiple, cross-platform teams, designers and project managers.
- Facilitated and managed guild meetings/events for knowledge sharing, alignment on technologies/development approaches, and helping colleagues make decisions on complex business logic implementations.
- Participating in in-house hackathon events.
- Key technologies: Swift 5, Async/Await, SwiftUI, UIKit, Combine, Objective-C, RxSwift, SwiftLint, Bitrise CI/CD, XCTests, RxTests, RxBlocking, Alamofire, Realm, Cuckoo.

#### **iOS Developer at Emergn, Riga — 09/2018 – 11/2020**

I have extensive experience working with agile teams on diverse projects, including a booking/traveling application and a certification/learning service. My domain knowledge includes the user flow of flight/housing booking, and I have been responsible for developing and releasing new features that improve user experience and drive business goals.

I have also developed a native iOS application from scratch, incorporating features such as 3D object interaction, messaging, and video calls, delivering a seamless user experience.

As a key contributor to the CI/CD pipeline maintenance, I introduced and supported the implementation of CI/CD infrastructure that fully automated the team's deployment process, leading to an increase in project development speed and quality. By exploring new technologies and introducing code coverage generation tools and static code analyzers, I have improved code quality and increased development speed.

Additionally, I worked collaboratively with a team on microservices implementation, ensuring optimal system performance and scalability.

#### **Key responsibilities:**

- Worked with agile team on booking/traveling application. Main responsibilities: develop and release new features. Key technologies: Swift 4, AutoLayout, Apollo GraphQL client, RXSwift, MVVM pattern, SwiftLint, SQLite.
- I developed a native iOS application from scratch that enabled 3D object interaction, messaging, and video calls. Key technologies: TokBox, 3D Mapper, Swift 5, AutoLayout, SwiftLint. Key person for CI/CD pipeline maintenance using Fastlane, Gitlab CI/CD, Bash Scripting.

- Worked with a team on certification/learning services. Main responsibilities: development and support of the application's networking layer, custom functionality for video player, participation in the code review process, helping colleagues on complex business logic implementation, communication with an outsourced team of backend developers, close communication with the client, and addressing new requirements. Key technologies: Swift 5.2, AutoLayout, OfflineOData, Combine, FioriSDK for iOS.
- Developed cross-platform applications such as video interviewing, interactive questioner, virtual cash register, and ticket wallet. Been a key person for cross-platform projects. Introduced multiple teams to Flutter framework and maintained high-quality code standards. Key technologies: Flutter framework, Dart, Firebase, Amazon Web Services, GraphQL, BLoC and MVP patterns, Restful API.
- Introduced code coverage generation tools and static code analyzer to improve code quality and increase development speed. Key technologies: Dart analyzer, Slather, SonarQube, SwiftLint.
- Worked with a team on micro-services implementation. Key technologies: Node.js, TypeScript, Mmock, Jest, Kafka, MongoDB.

## EDUCATION

*September 2016 – July 2019*

**Riga Technical University | Riga**

**Name of qualification:** Bachelor's Degree in Engineering Science in Computer Control and Computer Science.

**Main field(s) of study for the qualification:** Study Programme “Computer Systems”

**Bachelor's thesis:** Swift programming language evolution analysis.

Received an acknowledgment award for it.

## SKILLS

- Swift
- SwiftUI/Combine
- RxSwift
- Git
- Objective-C
- Teamwork Communication
- Leadership
- Agile Scrum/Kanban
- Bash Scripting
- Flutter/Dart
- Fastlane
- Gitlab CI/CD
- Bitrise CI/CD
- NoSQL
- Typescript
- Node.js

## LANGUAGES

**English:** Professional working proficiency

**Latvian:** Professional working proficiency

**French:** Basic proficiency

**Russian:** Native or bilingual proficiency

## HOBBIES

- Playing guitar and piano
- Photography
- Active drone enthusiast
- Collecting vinyl records
- Solving Rubik's Cube puzzles
- Cooking cuisine of different cultures