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|  | Egor SAUSHKIN iOS Developer E-mail: egor.saushkin@icloud.com Telegram: @egorsau WhatsApp/Cell: +7-917-031-75-10 LinkedIn: https://www.linkedin.com/in/egorsau Location: Togliatti |
| Summary: | Work Experience: |
| <ul style="list-style-type: none"> • Overall experience in IT 3 years. • Fully self-motivated and autonomous. • English C1 (Advanced). • Looking for a job with relocation support. | SmartHome/SmartDevices Jul'23 - now App for user collaboration with home smart devices. I made: <ul style="list-style-type: none"> • Modules: auth, onboarding, main screen, stories; • UI with animation, logic, transport, database layers; • Design system components (reusable, custom, standard); • Player, bluetooth, charts methods; • Code optimization, bugfix, unit-tests. |
| Skills: | |
| <p>iOS SDK: UIKit, SwiftUI, Combine, RxSwift WEBKit, PDFKit, AVFoundation, Concurrency, Push-notification (local, remote, deeplinks), CoreLocation, CoreBluetooth, Obj-C (read), Dependency management: CocoaPods, SPM Layout: Autolayout, Xib, Storyboard, SnapKit, PinLayout Project setup: UML diagrams, Tuist, CI/CD, SwiftGen, SwiftLint, Swinject, XcodeGen Animation: UIView.animate, CoreAnimation, UI Property Animator Testing: UI-Tests, Unit-tests Monitoring: Firebase Crashlitics, Analytics, RemoteConfig, Mindbox Design patterns: OOP, POP, SOLID, YAGNI, DRY, KISS, Singleton, Fabric, Adapter, Proxy etc. Architecture patterns: MVC, MVP, MVVM Clean Swift, Viper Frameworks: GoogleMaps, YandexMaps, 2GIS, DGCharts, FSCalendar, Lottie, Skelton Database: User default, CoreData, Firebase, SwiftData, Realm, Keychain Network: JSON, URLSession, Alamofire, Moya, Rest API, OAuth 2.0, WebSocket Team work: Git, Figma/Zeplin, Jira, Code Review, Agile, Scrum, Scrum Poker, AppStoreConnect, TestFlight, Firebase AppDistribution Pet projects stack: SpriteKit, SceneKit</p> | Bikes, motorcycles and cars rent Feb'23 - Jun'23 App for renting of different vehicles in specific region. I made: <ul style="list-style-type: none"> • Modules: map, merchant list, merchant details; • UI with animation, logic, transport, database layers; • Map methods; • Design system components (reusable, custom, standard). Tests and learning Jun'22 - Jan'23 App for learning and testing for survival in open environment. I made: <ul style="list-style-type: none"> • Modules: testing, courses, course details; • UI with animation, logic, transport, database layers; • Design system components (reusable, custom, standard); • Code optimization, bugfix, unit-tests. Interactive movies Apr'21 - May'22 App for interactive movies. Interactive – it is a game element which appears during movie. User with different gestures can pass through scene and impact on movie scenario. I made: <ul style="list-style-type: none"> • Several reusable interactive scenes (UI with animation + logic + transport layer); • Integrate reusable interactives in separate framework module via CocoaPods; • Player methods for interactives; • Refactoring, bugfix. |
| Additional: | |
| <ul style="list-style-type: none"> • Experienced in start-up; • Lead two projects as team-lead; • Learned Java and HTML basics; • Made onboarding and small trainings; • Has non IT experience in International company (10 years incl. 5 as Manager). | |
| Education | |
| Togliatti Academy of Management, 2009 – 2014 | |
| Certificates | |
| IOS Developer – SwiftBook, 2023 | |
| IOS Developer – Netology, 2021 | |