Egor SAUSHKIN
iOS Engineer

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Location: Togliatti

Summary:

- Overall experience in IT 3 years.
- Fully self-motivated and autonomous.
- English C1 (Advanced).
- Looking for a job with relocation support.

Skills:

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, Singletone, Fabric, Adapter, Proxy etc.
Architecture patterns: MVC, MVP, MVVM Clean Swift, Viper
Frameworks: GoogleMaps, YandexMaps, 2GIS, DGCharts, FSCalendar, Lottie, Skelleton
Database: User default, Coredata, Firebase, SwiftData, Realm, Keychaine
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 AppDestribution
Pet projects stack: SpriteKit, SceneKit

Additional:

- 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

Work Experience:

SmartHome/SmartDevices
Jul'23 - now
App for user collaboration with home smart devices. I made:
- 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.

Bikes, motorcycles and cars rent
Feb'23 - Jun'23
App for renting of different vehicles in specific region. I made:
- 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:
- 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:
- 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.