
ISLOMBEK ABDULAKHATOV iOS DEVELOPER

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[HTTPS://ISLOMBEKADULAKHATOV.GITHUB.IO/ISLOM-S-PORTFOLIO/](https://islombekadulakhatov.github.io/islom-s-portfolio/)

Summary

- **Around 3 years** of experience, as an **iOS developer** in designing, developing, implementing and testing
- Built Rich User Interface applications, integrating with various Databases and Client - Server applications in iPhone/iPad
- Application development using **Swift** and **SwiftUI**
- Strong working knowledge of **XCode**, **Swift**, **SwiftUI** and **iOS**
- Concentrated on Mobile Development for **iPhone & iPad** using **Swift** and **SwiftUI**
- Good understanding of Memory Management: ARC and non-ARC in **iOS development**
- Constructed and implemented UI designs using Storyboards with Auto Layout constraints, XIB files, and programmatically following Apple's iOS Human Interface Guidelines
- Valuable experience in the entire software development life-cycle including requirements gathering, design, coding, testing, debugging and maintenance
- Expert in Object Oriented Programming with experience implementing MVC, KVO, and Singleton architectures
- Familiar with implementations using **AV Foundation** for playing/streaming content as well as barcode scanning
- Worked extensively on **X Code**, Interface Builder and Instrument
- Strong at using the third-party frameworks effectively
- Experience working in an Agile/Scrum team environment and pair programming
- Good understanding of the all phases of Software Development Life Cycle (SDLC) including Strategic Systems Planning, Analyzing, designing, Implementing and Maintaining
- Quick learner, and able to adapt to work in fast-paced result-oriented environments consistently delivering high quality work

Skills

Languages:	C++, C, Java, Python, HTML5, CSS, JavaScript, Kotlin, Swift.
Libraries/Frameworks:	React.JS, Typescripts
Databases:	MySQL, SQL server and MongoDB
Tools:	Git, GitHub and Visual studio, VS Code with IDEs, XCode, Qt
ID	Net Bean, Anaconda, PyCharm, Jupiter Notebook, IntelliJ IDEA
Others:	Scrum master, Problem solving, Critical thinking, Creativity, Time management, Team work. Data Science, Structure and Algorithms,
Operating System:	Windows and Mac OS

Education

BSs (Computer Science)
San Francisco State University

BSs (School of Computer and Software Engineering)
INHA University in Tashkent

Experience

Uber, CA
iOS Developer

Jun 2022 - Present

- Design - 1. Worked closely with company owner designing the App using Figma and iOS Human Interface Guidelines
- Interacted with RESTful API's for fetching and posting data.
- Used UIKit and occasionally SwiftUI for user interface structure design frameworks.
- Worked in Agile Scrum methodology with two-week sprint
- Sign in with Apple and Google - 1. Added Firebase to the XCode project using SPM, 2. Followed documentation and, research to accomplish authentication functionality
- CRUD operations using Fire store as the backend. - Created a View from which the user can edit his/her profile information and save the data to Fire store Databases
- Became familiar with List, Form, Navigation View, @State, @Published, @State Object, Tab View, and Environment Key
- MVVM code refactoring - 1. Pass data between Views, make sure that objects have only one source of truth, implement View Models for better readability, and, separate models from views. 2. Work on having the views only contain view-related code as much as possible
- Debugging - 1. Debugging using breakpoints and paying attention to details. 2. Leverage information exchange platforms such as Stack Overflow to fix issues I have not encountered yet
- Use GitHub Pull Requests for integration of code/features I work on
- Improve the speed and functionality of the application
- Leveraged built-in and other libraries such as RxSwift for managing concurrency, multithreading and asynchronous actions.
- Participated in sprint reviews and planning.
- Created and customized views, table views, tab bars and navigation bars which are some basic functionalities in a multi-view application

BCBS, CA

iOS Developer (Intern.)

Oct 2020 - May 2022

- Participated in Scrum meetings along with developers, testers, product owners to deliver the right value of project and discuss the progress of the project in sprints
- Used XCode and Storyboards to develop the screens for the application using MVC design pattern
- Created and customized views, table views, tab bars and navigation bars which are some basic functionalities in a multi-view application
- Used Map kit and Core Location framework to enhance user find their destination of the nearest local store
- Converted code from UIKit to SwiftUI and Combine for existing and new functionalities
- Worked on creating all the banking operations in native using SwiftUI and Combine as PoC
- Debugging issues at onsite whenever required using XCode and GDB
- Improve the speed and functionality of the application
- Used UIKit and occasionally SwiftUI for user interface structure design frameworks.
- Used XCode and Storyboards to develop the screens for the application using MVC design pattern
- Interacted with RESTful API's for fetching and posting data.
- Implemented many core frameworks and APIs provided by apple and other developers such as Core Graphics and URL Session for their respective purposes.

Projects

- Organizer - International Week of Innovative Ideas 2016,
- Tashkent Volunteer - Google I/O 2016,
- 2017 Sport Executive (2016 -2017) – INHA University in Tashkent Staff team
- API World / AI Dev World 2019, San Jose