Alexey Karetski

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EXPERIENCE

Lead Software Engineer · EPAM Systems · Redwood City, CA · Jul 2022–Present

- Took over responsibilities as tech lead, managing a team of 10 engineers while acting as an individual contributor to the team.
- Actively involved in most stages of the SDLC, from ticket formalization to shipping release versions. Delivered desired results on time.
- Formed structured and easy-to-navigate engineering guidelines, which reduced the number of defects found by up to 80%.
- Refactored core and legacy parts of the app. Used modern Swift paradigms to make the codebase more resilient to changes, crashes, and data irrelevancy.

Senior Software Engineer · EPAM Systems · Redwood City, CA · Mar 2020–Jul 2022

- Relocated to the United States to work closely with higher management and demonstrate the quality and consistency of my work.
- Coordinated and fixed issues in the production environment, in real-time and in a timely fashion, involving Customer Service, QA, and other teams.
- Led and contributed to the accessibility effort, a crucial and visible initiative across the company.

Senior Software Engineer · EPAM Systems · Grodno, Belarus · Jul 2019–Mar 2020

- Architected and contributed to a major app redesign, which included a complete refactoring of primary features to improve solidity and scalability.
- Co-led and managed the engineers' workload. Collaborated with stakeholders to understand the core business requirements and provide appropriate solutions.

Software Engineer · EPAM Systems · Grodno, Belarus · Dec 2016–Jul 2019

- Implemented key features. Built custom and reusable UI components to improve uniformity. Contributed to core data manipulation libraries utilized by other engineers to improve the overall team and app performance.
- Fixed defects and improved real-time updates pipeline. Addressed UI inconsistencies and provided users with up-to-date critical data.
- Integrated third-party libraries in a safe, encapsulated manner to ensure quick and stable iteration.
- Managed the adoption of Swift and related techniques, improving human-error resiliency.
- Wrote tests using the BDD approach to improve app stability and provide documentation.

Junior Software Engineer, Intern · EPAM Systems · Grodno, Belarus · Feb 2016–Dec 2016

- Demonstrated growth as an engineer by being an active and ambitious team member. Delivered fast and effective results which were recognized by management and resulted in my promotion.
- Designed and implemented a full-featured RSS reader app for iOS.

EDUCATION

Yanka Kupala State University of Grodno—Grodno, Belarus—BSc, Computer Science, 2017

SKILLS

Languages: Swift, Objective-C, JavaScript, HTML, CSS

Libraries and patterns: Foundation, UIKit, SwiftUI, Combine, GCD, Core Data, Core Animation, Core Image, ReactiveCocoa, XCTest, Quick, Nimble, MVVM-C, MVC, SOLID

Tools: Xcode, SwiftPM, CocoaPods, Fastlane, SwiftLint, SwiftFormat, TestFlight, App Center, App Store Connect, Git, SVN, Jenkins, Crashlytics, Proxyman, Sketch, Photoshop, Illustrator