

Granchenko Yuriy iOS developer

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Main goal

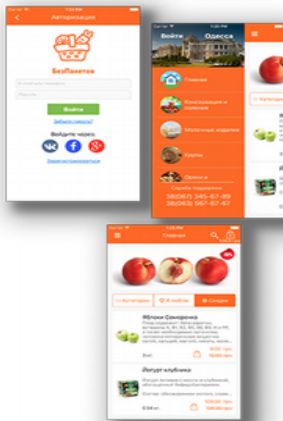
I am looking for interesting iOS developer position where I can create highly readable and easily maintainable source code with the users of mind, learn new technologies and improve of my own skills as iOS developer.

Work experience as iOS developer Fabware since May 2016

The “**Julius Baer Investment Insights**” app enables clients and intermediaries to access Julius Baer research and investment publications. In process developing app I received more experience in practice with MVVM and RxSwift. Also I’m working with custom animation, remote push notification using Firebase-APNS, real-time localization application, handle pdf, video, html files.

Technology development: MVVM - Coordinator, RxSwift, Firebase, PSPDFKit, HockeyApp framework.

<https://itunes.apple.com/ch/app/julius-baer-investment-insights/id1077783657>



The “**BezPaketov**” app was written for my own goals. The main idea was to understand process of working Realm Object Server deeply and implement it. In order to achieve that I deployed ROS server to Amazon Web Server, connected to it using SSH and tweaked for my needs. Data exchanging between applications is in real time with opportunity remote control of data from the server side. During implementation process there was investigated process of creating own framework (StreamView) and implemented it for further using by CocoaPods.

Technology development: ROS, Facebook, Google, VK, StreamView framework.

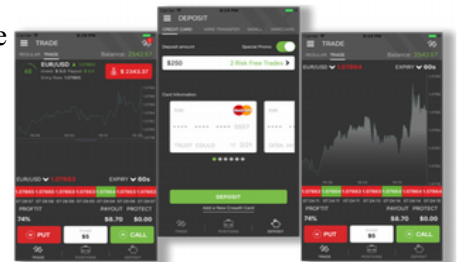
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December 2016 – present. “**VXTrade**”

application is binary options. It is the simplest way to trade the market. The app was written from scratch using the Swift 3.0 and iOS 10. Architecture of app used different development patterns. On this project I applied new RxSwift technologies, worked with web sockets, charts were customized by requirement of client, SnapKit helped me to understand autolayout better. Written by me custom controls were tested more carefully and stored for further use in other projects.

Technology development: RealmSwift, SnapKit, SwiftyJSON, SwiftWebSocket, Charts, Alamofire, Jira.

The VXTrade is in the finish state of development.



Nov. 2016 – Dec. 2016. The “**Krypto**” is a mathematics strategy game suitable for everyone. Project was written on the Objective-C. The main tasks were: to implement multiplayer Game Center process, In-app purchases, added new features by purchase skins, coins and add-ons, remake exist project on the storyboard layouts. It was very exciting to face with new process of game development, investigated and implemented new features. Version 2.0 was submitted to AppStore successfully.

Technology development: Game development, Game Center, In-App purchase, Multipeer Connectivity, WiFi, Bluetooth core frameworks.

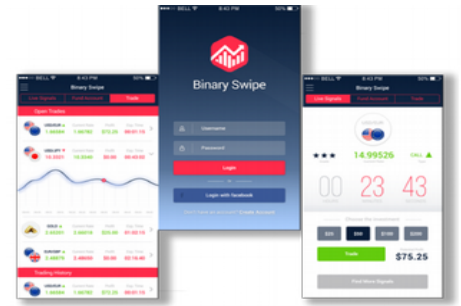
<https://itunes.apple.com/ua/app/krypto/id848306432?mt=8>



June 2016 – Oct. 2016. The “**BinarySwipe**” application is used for monitoring and control trading binary options. The app was written using the Swift 2.3. Social frameworks were used for authorization there. I used new technology working with vector images, work with Socket.io, Photoshop and Illustrator. Developing process was used Agile technology. Creating IPA files, certificates and provision profiles manually.

Technology development: Push notification, APNS, Realm.io, UITest automation, XCTest, Multithreading, Socket.io, FontAwesome, Fantastik, Facebook, Google Analytics frameworks, NewRelic.

<https://itunes.apple.com/ua/app/binaryswipe/id84832342342?mt=8>



Work experience as iOS developer Mobidev corporation since April 2013



Apr. 2014 – May 2016. The “**meWrap**” application was created to share your favorite photo moments, videos and streaming media in the real time. Our team applied Retrospective and Agile methodology during implementation process. I learnt more about NSLayoutConstraints, Today and Share Ext., PhotoKit on this project. Despite huge architecture of app third-party libraries were not used there except Alamofire and SnapKit framework. Source code had been rewritten to Swift since releasing version 2.0.

Technology development:

PubNub service, Push Notification, Core Data, Alamofire, Agile, Git, Swift, support iWatch and Today, Share Extension.

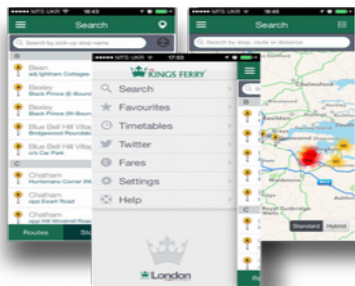
<https://itunes.apple.com/us/app/mewrap/id879908578?mt=8>

Jan. 2014 – Apr. 2014. The “**Prommpt**” is app for the management of banking statistics. App went all steps of development cycle from building architecture of app to submitting to App Store. I improved my own skills by creating architecture app, applied design pattern, worked with Core Graphics and Multi-Treading, introduced with autolayout.

Technology development:

Core graphics, Core animation, MegicRecord, Design Pattern, GCD, Git.

<https://itunes.apple.com/ua/app/prommpt/id816131052?mt=8>



Nov. 2013 – Dec. 2013. The “**Kings**

Ferry” is British application allows to search nearest stop and monitor the bus for the duration of the scheduled service. Full redesign app, fixing bugs and changing some logic of implementation. I had opportunity to know better “””””

Parse SDK, Facebook framework and work with MapKit.

Technology development:

Parse SDK, MapKit, Facebook, Magic record frameworks, Git.

<https://itunes.apple.com/ua/app/kings-ferry/id545765933?mt=8>

Work experience as developer C++ “Hartron-Inkor” LTD since 2011

Feb. 2012 – Mar. 2013. Access control system project.

Apr. 2011 – Feb. 2012. Visual information system project.

Education

2009 – 2011. Kharkov National University of Radio Electronics. Master of Software and Automated System.

2006 – 2009. The Interregional Academy of Personnel Management. Master of Industrial Management.

Language

English – Intermediate.

Other skills

React Native, Bush, Photoshop.

Personal Qualities

Confident, responsible, motivated, hardworking, team worker, desire to achieve maximum results.