OLEH MINKOV

ABOUT

I started to be interested in iOS development since 2015. The first project I found at freelance. It was a simple chat with private messaging, settings, and registration. But it was difficult to combine work and study, and I chose to study. At the beginning of 2018, I moved to Kyiv, where I seriously took up my career.

CONTACTS

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SUMMARY

My main goal is a product-oriented approach that combines experience and creativity to find the most productive solutions and successful results. I understand the advantages of creating an easily readable and easily extensible code. I try to learn new technologies and look for ways to improve myself in this industry.

EXPERIENCE

IOS DEVELOPER, JMIND, JAN 2021 - PRESENT

Responsibility:

- Set up unit and snapshot testing on the project level.
- Full development cycle from design discussion to publication in the AppStore on one of the projects.
- Added Amplitude analytics.
- Writing technical documentation using UML diagrams.
- Communication with BA, PO and other development teams.
- Set up the environments in the project
- Share knowledge with iOS colleagues.

Achievements:

- Solved the problem with merge conflicts within the team, allowing faster delivery of new features.
- Snapshot tests reduced searching new bugs within the team.

IOS DEVELOPER, FINIK.PRO, SEP 2018 - JAN 2021

Responsibility:

- Collaborated as a member of an agile team to get products developed and completed with best in class digital banking development.
- Was responsible for part of the functionality of opening an account for an individual entrepreneur.
- Followed Apple's Human Interface guidelines to create products aligned with iOS UI norms.
- Close communication with the Android and QA teams.
- Learn new technologies quickly and rapidly adapt to changing business and customer needs.
- Developed three projects as a team and one independently.
- Added Firebase Analytics to different projects.
- Worked according to the LeSS methodology.

Achievements:
- OK, Alfa! - became the second digitalization bank in Ukraine.
- Improved knowledge in memory management, UI layout, and network performance.

IOS DEVELOPER, EZLOGZ INC., MAR 2018 – SEP 2018

Responsibilities:
- Communication with androids and QA teams.
- Resolving existing issues.
- Advice on best practices for mobile UI, functional, and solution design.

Achievements:
- Introduced MVP architecture into the project.
- Analyzed, optimized, and improved the codebase.

App Store:
- *https://apps.apple.com/ru/app/ezlogz-eld-logbook-social/id1171472456*

SKILLS

- Able to learn quickly and willing to share knowledge.
- Strong knowledge with Swift and iOS SDK.
- Strong knowledge with AutoLayout.
- Ability to develop modular, reusable UI components.
- Strong knowledge with architecture patterns such as MVC, MVP, MVVM, Clean Swift.
- Good understanding GCD.
- Third-Party API integration.
- Git
- Analytics: Firebase, Amplitude
- Resources: Swiftgen, XcodeGen
- Good communication skills.

EDUCATION

SEP 2000 - MAY 2011. Donetsk, Middle School, 93.
SEP 2009 - FEB 2012. Computer Academy Step, Bachelor's degree.
SEP 2011 - JUL 2017. Donetsk National Technical University, Faculty of Computer Science and Technology, Master's degree.