



Tarasenko Igor

iOS Developer

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EDUCATION

- 2007 - 2011 Odessa College of computer technologies "C e p b e p "
Software Engineer
- 2011 - 2013 Odessa I. I. Mechnikov National University
Information Technology Faculty

WORK EXPERIENCE

- January 2014 – Present Synergetica Ltd.
iOS Developer/Tech Lead
Playgem Backgammon app: This application is written using Objective-C language and uses sockets to connect to the server.
TRIBU: it is a social application for Israeli students. I'm working in a big team as a lead iOS developer. We use Agile to manage our working process. The application is designed using VIPER architecture pattern and some other patterns for domain logic. A lot of screens with different animations. Realm database and various API integrations. AsyncDisplayKit for UI. We use the latest version of Swift language for this application.
- 2012 - Present Elance/Upwork
iOS Developer(remote)
Developed a lot of small and big applications, worked for several long term startups.
Won "Top Developer" badge by proving coding skills solving algorithmic problems by scoring in the top 10% in the Spring 2015 Upwork Coding Challenge (powered by HackerRank).
- October 2012 – January 2014 Elephant Head Software
iOS developer
Was working on two different products:

JumpStart Wireless - This iOS product provides dynamic UI for service technicians and field operatives using JSW proprietary cloud.

Hotspot - application to track “hot” places around the city.

November 2011 – April 2012 City Hall illustration

Team Leader/PHP developer

Participated in the development of a new version of big internet shop/base using PHP, Zend Framework and PostgreSQL. Over 10 000 000 items in DB, every day parse a lot of new data from suppliers and updates DB.

February 2010 – June 2010 lightroomapps.

iOS developer(remote)

Worked as a junior iOS developer on GoDocs application using ObjC language and Google API.

October 2009 – March 2010 NeolitGames

C++ developer/PM(remote)

Participated in the development of cross-platform(OS X, linux, Windows) game using Qt SDK and OGRE3d SDK.

PROFESSIONAL SKILLS

Programming: Swift, ObjC, C++, RoR

Bug tracking and management tools: Youtrack, Redmine, Basecamp, JIRA, Bugzilla, Trello

Languages: Russian(Native), Ukrainian(Native), English(Upper Intermediate)

PERSONAL SKILLS

I consider myself as a good independent worker, though I enjoy working in a team environment. Very friendly person and happy to share my knowledge anytime. Have more than five years of desktop and mobile platforms development experience. Like to solve complex tasks and work with big modern projects. I always try to achieve high-quality and well-optimized code.