Vadim Yakovliev

iOS developer



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Web CV: https://vadimyakovliev.github.io **GitHub:** https://github.com/VadimYakovliev



Hello, I'm Vadim. I love being creative, exploring and broadening my horizons, doing things in high quality and giving stunning user experience in my projects.

Development Skills

Tools
Sublime

Sketch

Invision

Git

Frameworks: Cocoa Touch/Foundation

Xcode UIKit

Alamofire CoreGraphics CoreImage CoreAnimation

Trello
Asana

CoreAnimation
MapKit, GoogleMaps

CoreTelephony

SpriteKit AVFoundation Languages

Swift, Objective-C, HTML+CSS

Databases & Network

CoreData, Realm Rest API (HTTP, JSON), WebSockets

UI

AutoLayout, Storyboard, Xib, Interfaces from code and Hobies











Experience

September 2017 - Present

YSV Digital, Kiev UA

iOS Developer

Client-server iOS application (messenger); Programming and implementation application designs based on MVC Development of the screen layout and description of interaction logic Code refactoring Interaction with backend developers (REST API, Websockets)

May 2017 - September 2017

ID Company, Kiev UA

iOS Developer

Development of client-server iOS application for financial analytic service; UI design implementation and prototyping of app (Used Sketch/InVision); Programming and implementation application designs based on MVC; Interaction with backend API developers

August 2016 - May 2017

Freelance/Pet projects, Kiev UA

iOS Developer

Learn the basics of iOS development (online courses, books, blogs, etc.); Coding practice; Learn the basics of UI/UX design; Game development (pet project)

Education

2015 Web Academy programming courses iOS development (Objective-C) Kiev, Ukraine 2008 - 2014

Military Institute of Telecommunication and Informatization in National Technical University of Ukraine "Kyiv Polytechnic Institute"

Computer Systems Networking and Telecommunications Kiev, Ukraine

Projects

Captain Sweet Tooth (iOS game)





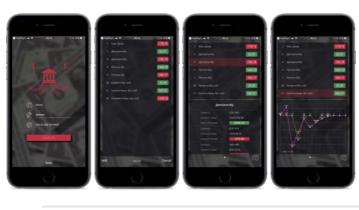




App Store: https://goo.gl/6UTxuc

- Development and publishing of the game for iPhone
- Development started in autumn 2016 and first published in May 2017
- Creation of my own graphic design and sound assests, handling and preparation for the further production
- The programming language **Objective-C** (Used SpriteKit)
- Integration of NSUserDefaults for results saving
- Integration of the Game Center for maintenance of the global online leaderboard
- Integration of an advertising banner services (AdMob/Chartboost)

Hydra Analytics (for ID Company)



Solution for internal use

- Client-server iOS application for financial analytic service
- UI implementation using both Storyboards and XIB/NIB files
- The programming language Objective-C
- Used: RESTful API (HTTP, JSON), Keychain, NSUserDefaults and NSData (storing data from the last session), drawn charts/graph in the application, UITableView, ContainerView, etc.
- Used CocoaPods/3-party libraries/frameworks (AFNetworking, applied Charts to display metrics, etc.)
- UI design implementation with Sketch

I'm drinkin'



Beta test/ Refactoring

- Simple client-server social iOS application for displaying locations in a cafes and parties
- UI implementation using Storyboards
- The programming language Swift 4
- Used: RESTful API (HTTP, JSON), Alamofire -> URLSession, CoreLocation, Google Maps API -> MapKit, ObjectMapper -> Codable
- UI design implementation with Sketch

Messenger (for YSV Digital)



Currently under development

- OOP (MVC)
- The programming language Swift 4
- UIKit, Storyboard (Size classes, Auto-Layout), Xib/Nib
- Realm, Core Data (Storage and management of data models)
- Rest API (HTTP, JSON), WebSockets
- CoreTelephony, Contacts, AVFoundation (AVAudioRecorder/ AVAudioPlayer, AVCaptureSession)
- Core Location, MapKit
- CocoaPods/3-party libs/frameworks (AFNetworking/ Alamofire, ObjectMapper, Starscream, Crashlytics, PhoneKit etc.)