

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
Xcode
Sketch
Invision
Git
Trello
Asana

Frameworks:

Cocoa Touch/Foundation
UIKit
Alamofire
CoreGraphics
CoreImage
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 Hobbies



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 assets, 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.)