

# Vadim Yakovliev

iOS developer

 v.yakovliev@icloud.com

 yakovlev\_v2



 +38(0) [REDACTED]

 @astronauittux

**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

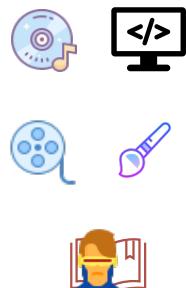
### Databases & Network

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

### UI

AutoLayout, Storyboard, Xib,  
Interfaces from code

### and Hobbies



## Experience

September 2017 - August 2018

**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 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)



On a pause for an unknown period

- 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.)