

IOS Developer IOS Developer Eugene - IOS/Swift Mobile Application Developer New York, NY  
Young and passionate software engineer with more than 1-year of experience in mobile applications development on iOS platform. Always thinking of newer, better ways of doing things. A energy and positive team player. Developed and released 2 iOS apps for freelance. Strong knowledge of design patterns, methodologies and execution of Swift programming language and several frameworks. Experience in creating databases using Firebase and Core Data to handle online/offline usage. Known standards in quality and testing Working experience in iOS development and the Apple store approval process Worked with Cocoa Pods to integrate frameworks into application. Debugging software applications using built in functionalities in Xcode. Knowledge of Object Oriented Concepts. Worked with storyboards, Auto layout, constraints and size classes for clean and elegant UI design. Experience with iOS frameworks such as Core Data, Core Animation, and Core Location. Strong learning about Core Frameworks like Map Kit, Core Data, UIKit. Understanding on Home kit device SDK and Alexa communications Library(ACL) Understanding of Apple's design principles and interface guidelines. AVPlayer, CoreData, Firebase Authorized to work in the US for any employer Work Experience IOS Developer Fitness Map App - Project Name - New York, NY September 2018 to June 2019 Created UI/UX design of app interfaces (SketchApp). Create the Data Model. UI developed using Storyboards with Autolayout constraints. Firebase Authentication/Facebook API/LoginKit. Realm chat/Firebase Realtime Database. MapKit Annotations. Unit Test. Distributed app for use in the Apple App store. Environment: iOS 8 iPhone SDK, Swift 4.0, Xcode 9, Interface-Builder, Firebase, Core location, Cocoa Touch, UIKit framework, MapKit framework <https://itunes.apple.com/us/developer/yauhen-zhloba/id1451473379> Swift/IOS Developer Workcount PRO - Project Name - New York, NY November 2017 to September 2018 Technical course iOS 11 App Development. Using Xcode 9 and Swift 4 Concepts of Object Oriented Programming (OOP): The type system, variables, functions and methods, inheritance, classes and protocols. Control Structures: Using If/Else clauses, Switch statements and logic to control the flow of execution. Data Structures. Software Design: Model View Controller (MVC) design pattern. Core Data, Realm and other forms

of persistent data storage. Upload App in AppStore. Java/Android courses Belhard Academy - Java Courses - Minsk, Belarus April 2016 to August 2016 Graduate java courses - Base object oriental programming. - Learn and create projects on Java. Design Wordpress Websites Freelance - Minsk, Belarus November 2015 to March 2016 Build websites(10+) on Wordpress platform Design, Photoshop Coding; HTML, CSS3 C++ Software Developer (College Practice in Company) Stadler Rail - Minsk, Belarus June 2014 to September 2015 Coffee Shop Cash Register on C++ Design, Animations Microsoft SQL Server Microsoft visual studio 2008-2009 (C++) Education Master's in Computer Science BSUIR - Institute of Informational Technologies - Minsk, Belarus - Minsk, Belarus September 2014 to July 2016 Bachelor's in Computer Science Minsk College of Business - Minsk, Belarus September 2010 to June 2014 Skills Swift, Xcode, Objective C, Storyboard, Iphone Links <https://www.linkedin.com/in/yauhen-zhloba-28ba34186/> <https://itunes.apple.com/us/developer/yauhen-zhloba/id1451473379> <https://github.com/yauhenzhloba> Additional Information English - Fluent Russian - Native

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