

OLEKSANDR VORONOV

voronovaleksandr91@gmail.com
a-voronov.github.io
linkedin.com/in/oleksandrvoronov

LANGUAGES, TECHNOLOGIES & SKILLS

- Swift, Objective-C, C++, Ruby, Python, TypeScript.
- Mobile Development, SDK Development, Tools Development, Cross-Platform Development; Concurrent Programming, Functional Programming, Reactive Programming, Object Oriented Programming; Unidirectional Architectures, Unit-Testing, Workflows Automation, ReactNative, Nix, OpenCV, CI/CD.
- Architecture Design, Tech Leading, Cross-functional Collaboration, Mentoring, Consulting.

INTERESTS

- Computer Vision, AR/VR, Computer Graphics, Drones, C++, Python

EMPLOYMENT

Senior Software Engineer Zalando Summer 2024 – Present, Finland

- Developing content creation tools for UGC influencers, mobile and backend.
- Analyzing business requirements, designing technical solutions and documents.
- Collecting ideas and feedback from stakeholders, working close with designers and defining user-experience.
- Leading features development, mentoring and guiding peers.
- Swift, TypeScript, ReactNative, WebKit, GraphQL, Java, PostgreSQL, Docker.

Principal Software Engineer Qvik Fall 2022 – Summer 2024, Finland

- Consulted multiple clients, ideated with stakeholders, defined milestones and projects scopes.
- Developed CI workflows for white-labeled iOS apps, released text/video-chat SDK with low level tweaks.
- Interviewed candidates and reviewed their test assignments, mentored and guided peers.

Sanoma

- Developed new features (incl. audio podcasts), optimized feed performance, improved user-experience.
- Worked with latest Swift toolchain, Swift Concurrency, TCA architecture, mix of UIKit + SwiftUI, WebKit.

Senior iOS Engineer MaaS Global Fall 2019 – Fall 2022, Remote

- Worked on a second app's iteration – improved architecture, re-designed user flows (tech and UX).
- Led re-designing iOS app's architecture, analyzed existing features, user-flows, and weak spots.
- Built custom navigation stack to manage single map in the center of the app's UX.
- Designed and developed a bridging mechanism for old features to seamlessly integrate with new architecture.
- Worked close with designers to re-define app's UI/UX flow by flow, prototyped various scenarios.
- Re-built ~60% of existing flows with re-defined UI/UX using new architecture and new navigation stack.
- Developed map-based geo/proximity caching to drastically reduce server requests and improve UX.
- Built faking/randomization tool for unit-test inputs, which increased tests quality and development speed.
- iOS, Swift, SDK Development, Developer Tools, Unidirectional Architecture, FRP, MapKit, Sourcing.
- github.com/umob-app/whim-ios-core, github.com/umob-app/whim-ios-random

iOS Tech Lead Nimses Fall 2017 – Fall 2019, Ukraine

- Led development of various iOS app features – stories, music player, video streaming, chats.
- Modularized app, increased technical flexibility and independence of feature-teams, improved dev speed.
- Initiated code review and unit-testing, introduced Xcode templates and code-gen tools for repetitive tasks.
- Coordinated and automated continuous release process of independent feature-teams (~15 iOS developers).
- Worked close with stakeholders in a short feedback-loop, mentored and guided peers.
- Swift, Ruby, gRPC, gomobile, fastlane, SDK Development, Developer Tools, Unidirectional Architecture.

iOS & Backend Engineer

Stanfy

Spring 2015 – Fall 2017, Ukraine

KEYPR: Hotel management system

- Built iOS app which served as a bluetooth door key and controlled various room/hotel services for the guests.
- Worked close with bluetooth lock hardware team, optimized connection speed, improved app performance.
- Developed various features for guest experience, modularized app to improve development experience/speed.
- Introduced Swift into Objective-C project as a separate module, developed prototype Swift app for hotel staff.
- Increased test coverage of the project by ~20%, automated CI and release workflows.

RageOn: All-over-clothes-printing service

- Worked on backend (RoR, PostgreSQL) and iOS app (Swift) for designing and ordering custom print clothes.
- Collected customer feedback and requirements, developed various mobile app features and admin tools.
- Automated CI, increased test coverage by ~30%, improved developer experience.

iOS & Fullstack Engineer

Viseven

Fall 2012 – Spring 2015, Ukraine

In-House

- Developed in-house Phonegap-like framework (both JS and iOS SDKs) to power our single-page web apps.
- Led, designed and developed automation tool for generating white-labeled apps via in-house enterprise store.

Customers

- Led cross-platform (Phonegap) project for Pharma CLM, built native iOS/Android plugins.
- Developed backend (RoR) for fitness club customers.
- Worked on an iOS application for Pharma CRM/CLM domain.
- Objective-C, C, Ruby, JS, PhoneGap, Cross-Platform, Developer Tools, SDK Development, Automation.

EDUCATION

Zhytomyr State Technological University

2008 – 2013, Ukraine

- Master's and Bachelor's degree in Software Engineering

ADDITIONAL ACTIVITIES

- Participating in community activities – speaking at meetups and conferences in Kyiv and Helsinki.
- Writing blog on a-voronov.github.io
- Open source projects:
 - github.com/umob-app/whim-ios-core
 - github.com/umob-app/whim-ios-random
 - github.com/stanfy/SwiftyMock
 - github.com/a-voronov/swifty-redux