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.
- Cross-functional Collaboration, Architecture Design, Tech Leading, Mentoring, Consulting.

INTERESTS

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

EMPLOYMENT

Senior Software Engineer · Zalando · Summer 2024 - Present

- Designing and developing brand new product, understanding business requirements and customer needs.
- Defining product goals and roadmap, collecting ideas, writing technical documents, talking to stakeholders.
- Doing fullstack development - backend, frontend and mobile (native and cross-platform).
- Mentoring and guiding peers.
- Java, ReactNative, Swift, TypeScript, WebKit, GraphQL, PostgreSQL, Docker.

Principal Software Engineer · Qvik · Fall 2022 - Summer 2024

- Working with multiple clients, talking to stakeholders, defining goals and tasks for the projects.
- Developing CI workflows for white-labeled iOS apps, releasing text/video chat SDK with low level tweaks.
- Interviewing potential candidates and reviewing their test tasks, helping other developers in the company.

Sanoma
- Developing new features, optimizing performance, improving user experience.
- Working with latest Swift toolchain, Swift Concurrency, TCA architecture, mix of UIKit + SwiftUI, WebKit.

Senior iOS Engineer · MaaS Global · Fall 2019 - Fall 2022

- Introduced structured architecture for 2nd iteration of the app, created templates for scaffolding components, which improved maintenance, development speed, and reduced number of server requests.
- Developed custom navigation stack to keep single map component across all screens.
- Developed map abstraction to manage ownership of the map by a presented screen, which drastically reduced code amount to support map logic; and to switch between different map providers when needed.
- Developed geo/proximity hashing component to improve caching and reduce number of server requests.
- Developed a tool to randomize/fake test input data, which improved tests quality and development speed.
- Transitioned ~55% of legacy features into new architecture and UI/UX, increased test coverage by ~15%.
- iOS, Swift, SDK Development, Developer Tools, Unidirectional Architecture, FRP, MapKit, Sourcery.
- github.com/umob-app/whim-ios-core, github.com/umob-app/whim-ios-random

iOS Tech Lead · Nimses · Fall 2017 – Fall 2019

- Led development of various iOS features - stories, music player, video streaming, chats.
- Introduced code review, unit-testing, templates and code generation for common application patterns.
- Improved development of features by extracting them into modules, automated and setup their releases.
- Swift, Ruby, gRPC, gomobile, fastlane, SDK Development, Developer Tools, Unidirectional Architecture.

iOS & Backend Engineer   **Stanfy**   **Spring 2015 – Fall 2017**

Hotel management system
- Developed various features for iOS app for guest experience app, worked close to in-house hardware door lock with bluetooth, was splitting app into modules which drastically improved development speed.
- Introduced Swift into Objective-C project using separate frameworks, developed prototype Swift app.
- Increased test coverage on the project by ~20%, was automating CI and release workflow.

All-over-clothes-printing service
- Developing backend (RoR, PostgreSQL) and iOS app (Swift) for designing and ordering custom print clothes.
- Automated CI, increased test coverage by ~30%.

iOS & Fullstack Engineer   **Viseven**   **Fall 2012 - Spring 2015**

- Led, designed and developed automation tool for generating white-labeled applications via enterprise store, which improved release time from hour to 5 minutes per app (we were generating several apps in a day).
- Developed in-house Phonegap-like framework (both JS and iOS parts) to power our web single-page apps.
- Leading cross-platform project for Pharma CLM using Phonegap, building native iOS/Android plugins.
- Developed backend (RoR) for fitness club customers, iOS application for Pharma CRM/CLM domain.
- Objective-C, C, Ruby, JS, PhoneGap, Cross-Platform, Developer Tools, SDK Development, Automation.

EDUCATION

Zhytomyr, Ukraine   **Zhytomyr State Technological University**   **2008 – 2013**
- Master's and Bachelor's degree in Software Engineering

ADDITIONAL ACTIVITIES

- Participating in community activities, i.e. speaking at meetups and conferences in Kyiv and Helsinki
- Writing blog: 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