Aleksandr Poliakov

DESIRED POSITION

IOS developer

EDUCATION

ODESSA NATIONAL POLYTECHNIC UNIVERSITY   2019 - 2020
M.Sc. Automation and computer-integrated technologies.

ODESSA NATIONAL POLYTECHNIC UNIVERSITY   2015 - 2019
B.Sc. Automation and computer-integrated technologies.

WORK EXPERIENCE

MAXIMUS STUDIO   01/2020 - PRESENT
Senior iOS Developer.
– Develop customized Mobile App.
– Design and build advanced applications for the iOS platform.
– Working directly with developers and product managers to conceptualize, build, test and realize products.
– Working closely with another mobile app developer leading the other platform development.
– Mentoring other developers
– Optimizing performance for the apps Keep up to date on the latest industry trends in the mobile technologies.

MAXIMUS STUDIO   04/2017 - 12/2019
Middle iOS Developer.
– Collaborate with a team to define, design, and ship new features
– Help maintain code quality, organization, and automatization
– Developed my own projects from scratch
– Identify and correct bottlenecks and fix bugs

GVIA GROUP   01/2016 - 02/2017
Junior iOS Developer.
– Design and build advanced applications for the iOS platform
– Work on bug fixing and improving application performance.
– Continuously discover, evaluate, and implement new technologies to maximize development efficiency.
– I had published one iOS application

CONTACTS

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Ukraine, Odessa

live:.cid.7d4f99e574379fce

ABOUT

Age: 24
I'm looking for a remote job as a senior iOS developer 35-40 hours per a week.
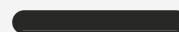
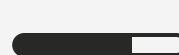## LANGUAGES

English
Deutsch
Russian
Ukrainian

SKILLS

Swift, RxSwift

UIKit, Foundation

REST API

Core Graphics, Core Animation

Carthage, CocoaPods

SOLID understanding

- **GVIA GROUP**   **10/2015 - 12/2015**
  Intern iOS Developer.
  – Learning all aspects of designing and developing applications for Apple products
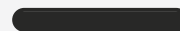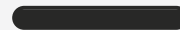 – Taking part in design iOS application

MY PORTFOLIO

- **YOU CAN SEE MY PROJECTS HERE:**
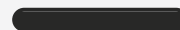 Https://aleksandr-poliakov.github.io/portfolio/

IOS development lifecycle

OneSignal, Firebase, AWS
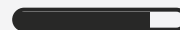
CoreData, Realm

POP, OOP

Git, Github, GitLab, BitBucket

WebSocket

MultiThreading GCD

Apple design principles, patterns

MVC, MVVM

Experience with third-party libraries

COURSES

- **UDEMY**
  IOS 13 & Swift 5 - iOS App Development Bootcamp

- **GVIA GROUP**
  Intern iOS Developer.
  – Learning all aspects of designing and developing applications for Apple products
  – Taking part in design iOS application