

Aleksei Kakoulin

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Summary

- 4+ years of experience in developing mobile iOS applications
- Solid knowledge of Swift / Objective-C and iOS
- Writing efficient, maintainable, reusable, and testable code

WORK EXPERIENCE

inDrive • Full-time

Senior iOS Engineer • Almaty • 09/2022 - Present

- Development of a proprietary backend-driven UI platform
- Development of accessibility at the company level: workshops, documentation, development
- Development of new LiveActivity functionality

iOS Engineer • Almaty • 09/2020 - 09/2022

- Development of common components of the design system
- Implementation of dark mode in the project after the release of iOS 13
- Support for multiple themes for InDrive and InLocal applications
- Submitted apps to App Store and resolved app review issues

Beward • Full-time

iOS Engineer • Krasnoyarsk • 03/2020 - 09/2020

- Project support, refactoring, gradual transition from Objective-C to Swift
- Development of new features (recording of video broadcast, face recognition and more)
- Submitted apps to App Store and resolved app review issues

EDUCATION

Master's degree in Related Technologies/Technicians

Siberian State Aerospace University • 09/2009 - 07/2015

SKILLS

Programming languages: Swift, Objective-C

iOS Development: iOS SDK, SwiftUI, UIKit, XCTest, XCUITest, GCD, Combine, Github actions

Tools: Swift Package Manager, CocoaPods, Carthage, SwiftLint, SwiftFormat

CI/CD: Danger, Fastlane, Github actions, Gitlab actions

Architecturt: MVC, VIPER, MVVM, Clean Swift, UDF, TCA, SOLID principles

Workflows: Scrum, Kanban

Testing: Unit testing, UI testing, Snapshot testing