LOBANOV ALEKSEY

Let me introduce myself: I am an iOS developer based in Ekaterinburg, Russia. My real passion is creating of ios applications with an interface that should be easy to use. I have a full understanding the process of software engineering, development life cycle. I am always ready to give designers and managers an advice, that helps to understand how an app should work and how to make it look better. I have a lot of experience in agile environment. It helps to meet the deadline and find better solutions for a project. I am also good as a team-player and in working individually.

Date of birthday: 06.05.1987 (30 age)
Desired position: iOS Developer, UX Designer - Consultant

WORK EXPERIENCE

SOFT MEDIA LAB

softmedialab.com
Software Engineer / Senior - iOS Developer, Team-lead
Working since april 2016

1. Avatar — a location-based private messaging app, for strangers. I had created a native iOS application from a scratch with about 20 controllers in.
   - Users can search conversation partners who are near to her/him to chat with
   - Using RESTful API backend and Realm instead of Coredata
   - Push notifications and In APP purchases
   - Business logic includes: geographic search, messaging, send files etc

2. Creditclub (work in progress…) - a credit system which works only in Georgia.
   - project based on swift language
   - Technologis which I use: Realm for database, RxSwift + MVVM architecture, Moya framework for network layer

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NetElement

netelement.com
Software Engineer / Senior - iOS Developer
1 year 6 months (Feb. 2015 - Apr. 2016)

1. POS system Aptito — is an all-in-one restaurant POS solution that offers the most complete package of features. My responsibilities included supporting current functionality and implementation of new features.
   - had work with refactoring and improvements current code database because app has a lot of legacy code, elimination of memory leaks
   - had work with printers and barcode scanners SDK, implemented convenient wrappers for development with it
   - language Objective-C

2. Implementation the mobile application for UBRA Boats , which are an analogue of UBER application for water transport.
   - had implemented two apps for riders and shkipers
   - business logic includes: geolocation search places, clasterization of items on map, location tracking by trips, messaging
   - push notifications
   - app has been implemented on VIPER architecture
   - language Objective-C

East Media Ltd.

http://east-media.ru
Software Engineer / Middle - iOS Developer
3 years 5 months (Oct. 2011 - Feb. 2016)

1. Implementation the universal mobile application for PinMe social network, which is an analogue of Pinerest social network.
   - had experience with networking, work with threads, optimisation of UI elements, camera
   - use POP Facebook framework for implemented unusual animations
   - had implemented photo editor with photo-filters
   - created own network layer framework based on Bolts Facebook framework
   - language Objective-C

2. Live poetry — is an interactive book with rich scope of multimedia elements: video, animations and audio. An application does not have native iOS interface and looks like a real book.

3. iPhone-version of publishing platform East-Media development. One of magazines released

on the platform is Majorca .

4. Applications development for «Uralskiy rabochiy»:
   - iGazeta - weekly magazine Uralskiy rabochiy (summary)
   - Dayly magazine Night-Yekaterinburg
   - iPad version of PDF-shop called iАрхив (Night-Yekaterinburg and Ural worker)

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i-Jet Media

1 year 1 month - ActionScript Developer (Oct. 2010 - Sep. 2010)
Implementation of platform for distributing of social games.

EDUCATION AND TRAINING

Graduated: Ural Federal University Training Software computer technology and automated systems. Dates: April 2006 - May 2010
Additional: information about university from Anabin : University information , Faculty information
Hobby: playing piano, computer games, travelling, basketball and football

SKILLS AND COMPETENCES

Language spoken: Russian, English
Computer skills and competences: iOS Developer
Programming languages: Objective-C (more than 9 projects done), Swift (1 Real project done)

IOS DEVELOPMENT (SKILLS AND TECHNOLOGIES)

Development skills: OOP (Object-Oriented Programming), POP (Protocol-Oriented Programming), TDD (Test-Driven Development).
Data base: CoreData, Realm
Frameworks: SDK Development, Reactive Programming (RxSwift, Reactive Cocoa)
Package managers: CocoaPods, Carthage
Development tools and approaches: Git-flow, JIRA, Jodiz
Application architectures: on Objective-C I prefer VIPER, for projects on Swift I use MVVM +

Rx , MVC

Additional knowledge: Work experience with iTunes Connect, iOS Provisioning Portal.

Social profile:

🐱 Git-Hub

📷 Instagram