Anastasiia Lytvyn

Mobile applications developer

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website: https://kosmonastya.github.io/spacelobster/

Github: https://github.com/kosmonastya

SKILLS

Languages:

Java, Kotlin, Groovy, bash script, Objective C, C++, JavaScript, Ruby, Swift, Python

Dev stuff::

Native Android, Native iOS, Titanium Appcelerator, Marmalade, Qt/QML, OpenGL, Rx, Dagger2, Google APIs, Socials APIs, oAuth, REST, SOAP, VCSs, g++, g95, gcc, MPI

Envs:

Android Studio, bash, Atom, Xcode, MSVS, Qt creator []

EXPERIENCE

Lifeslice, Israel/Remote - Android native developer

MARCH 2017 - MARCH 2018

- Improving current application
- Adding features

Rawfish Mobile Agency, Indonesia/Italy/Remote - Mobile tech lead

MARCH 2016 - FEBRUARY 2017

- Leading development process for mobile products
- Creating rich android native apps from scratch
- Supporting and improving existing apps

Freelancing, Southeast Asia/Remote - Mobile dev

FEBRUARY 2015 - MARCH 2016

- Creating native/hybrid mobile apps from scratch
- Improving existing apps by request
- Working with large remote teams

<u>Ciklum</u>, Ukraine - Mobile dev

DECEMBER 2012 - NOVEMBER 2014

- Creating native/cross platform/hybrid mobile apps from scratch
- Improving existing apps
- Working on complex existing projects by outsource

Yuzhnoye State Design Office, Ukraine - Software engineer

FEBRUARY 2011 - DECEMBER 2012

- Development of cross platform GUI on C++/Qt
- 3D visualizations with OpenGL
- Parallelization of computations (MPI protocol)

PROJECTS

Lifeslice

My Gerber

Babylon

Panic Guard

Formel1.de

TedX Vicenza

Securgo

SecurWoman

MyFoody

Caruso

Cashcloud

Pianolink

EDUCATION

Dnipropetrovsk National University of Rail Transport,

Ukraine - Engineer (Bachelor's degree)

SEPTEMBER 2005 - AUGUST 2010

Technical Cybernetics department, "Automation and computer-integrated technology"