City, Country
(willing to relocate)

Sergey Sergey

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Technologies and Languages

- Languages: Swift, Objective-C, C++, C#
- Technologies: SwiftUI, UIKit, XCode, Auto layout, Cocoapods, GCD, XCTest, Combine
- Other: Data structures, Algorithms, Design patterns, Unit tests, REST APIs, OOP, SOLID, MVVM, MVC

Work Experience

Senior Software Engineer   **Company** | City, Country   **2017–Present**

- Created APP_NAME from scratch using modern Swift, SwiftUI, Combine. Wrote high-quality code leveraging MVVM architecture and covering the most responsible modules with Unit Tests.
- Developed REST APIs to exchange data between APP_NAME mobile clients (iOS, Android) and APP_NAME over a local network.
- Designed and implemented APP_NAME - a wireless file transfer app. The app has 100% programmatic UI in Swift and Objective-C using UIKit.
- Built a cross-platform custom protocol over TCP/IP sockets using C++ for the APP_NAME. The protocol allows wireless browsing of remote device filesystem, transfer, and backup files.
- Led a team of 3 to ship the APP_NAME to all supported platforms (iOS, macOS, Android, Windows).
- Initiated and implemented an inner ads mediation system with advanced analytics that helped increase company ads revenue by 10%+.
- Integrated over 15 ad SDKs from different partners that ship 100% of company ad revenue.
- Redesigned and standardized the license control system for top company products. Created a unified cross-platform solution (macOS, Windows) that shrank the licensing codebase to 50%.
- Coordinated multiple teams (desktop, backend, and mobile) in licensing API and ads mediation API development.
- Integrated an analytics tool to track 100+ events. Integrated an application monitoring platform that increased stability for the product and decreased the number of support requests by 5%.

Software Engineer   **Company** | City, Country   **2014–2017**

- Migrated old UI for APP_NAME from C++/MFC to C#/WPF. Upgraded new UI for all modern Windows 10 features like Themes, Accessibility
- Developed a cross-platform (Windows, Linux, macOS) desktop client application for APP_NAME with C++/Qt.
- Implemented a web interface to tune APP_NAME settings using JS.

Software Engineer   **Company** | City, Country   **2012–2014**

- Improved with a team the APP_NAME system. The system automates insurance billing processes for 350+ clinics and medical laboratories in the USA and Canada.
- Implemented new features: user forms and custom UI components. Optimized client-server database requests. Adapted the database structure for newly created functionality.

Software Developer Intern   **Company** | City, Country   **Winter 2012**

Own Projects

- Created and launched four apps on the App Store with a 4.5+ stars rating and 100k+ downloads.
- Published them on the App Store with best ASO practices. Supported, extended, and adapted apps to modern iOS changes for several years.

Education

- **M.Sc. Software Engineering,** University of X, Country.   **2015**
- **M.Sc. Electromechanical Engineering,** University of X, Country.   **2005**