Anton Ilinykh

SENIOR SOFTWARE ENGINEER

linkedin.com/in/anthonyilinykh

anthonyilinykh@gmail.com

+995 598 711 494

Tbilisi, Georgia

PROFILE

A highly skilled and experienced Senior iOS Developer with a strong background in developing mobile applications. Possessing over 10 years of experience in the industry, I have a deep understanding of Swift, Objective-C, Cocoa Touch, and other relevant technologies. With a keen eye for detail, I am adept at creating engaging and intuitive user experiences that are responsive across all devices.

EXPERIENCE

LEAD IOS ENGINEER, NEW TRANSPORT SYSTEMS – 2022-PRESENT

- Supervised a team of three individuals to develop and implement 20 new features on the iOS app, fulfilling business and user engagement requirements. These enhancements and optimizations led to a 12% rise in user retention on the platform.

- Successfully increased the frequency of product delivery by 16%, which effectively addressed customer demands and ultimately boosted revenue.

LEAD IOS ENGINEER, KASPERSKY LAB – 2017-2022

- Effectively managed a team of developers in migrating the networking layer of a VPN app from a socket-based implementation to Apple's NetworkFramework. This migration resulted in a significant improvement of 30% in connection speed, ultimately enhancing the user experience and minimizing connection drop-offs.

- Created and implemented thorough test plans, resulting in a 10% increase in test coverage. As a result, we observed a 23% decrease in the number of bugs within the app, and a crash rate of 99.999%. This ensured a reliable, stable, and high-quality user experience.

- I offered guidance and mentorship to two junior developers, helping them to develop both their technical and soft skills. As a result, they were promoted to senior roles within two years, which significantly contributed to the growth and overall success of the team.

SENIOR SOFTWARE ENGINEER, RUBETEK – 2016-1017

- I conducted extensive research and integrated support for three new camera devices, which led to the expansion of the app's market reach. As a result, we observed a 15% increase in the number of customers, ultimately enhancing the app's overall user base and revenue.

- I incorporated support for the ffmpeg library, which led to a considerable reduction in video size up to 7 times. This not only minimized server bandwidth and storage costs but also provided users with faster video downloads and an improved viewing experience.

IOS SOFTWARE ENGINEER – 2012-2016

- Led the rewrite from scratch of an online radio application, utilizing modern technologies and design patterns resulting to the app's growth to over 1M users, and earning positive feedback from users and stakeholders.

EDUCATION

Modern University for the Humanities, Information technology, Orel, Russia – Bachelor of Computer Science, 2009

SKILLS

Swift, Objective-C, C/C++, python, bash, javascript, iOS/macOS Development, Mobile Development, Cocoa, Unit Testing