



# Andrii Andreiev, Swift Developer

Short summary: 10+ years of development (swift, flash, VHDL) 2 years of management

KYIV, UKRAINE · [commovere@gmail.com](mailto:commovere@gmail.com) · +38 068 373 08 61 · [t.me/andrei\\_andreiev](https://t.me/andrei_andreiev)

High efficient and self-motivated Swift Developer who enjoys finding elegant solutions to non-trivial problems. Focused on the goal and driven by visual sophistication and laser-sharp precision, I take pride in every finished project, and never stop learning along the way.

Specialties: Solving IT problems and getting things done, quickly and efficiently. I can view the larger picture, analyze the situation, and devise and implement a strategy to achieve the desired outcome.

I am proficient in Swift, algorithms, math

## EMPLOYMENT HISTORY

**Tech Lead** at **NDA** Sep 2020 — present, Kyiv

Design and development iOS and macOS apps. Small-to-midsize projects in the privacy protection area. My main responsibilities: team leading, tasks distribution, features development, release management, cross team communication

**iOS Tech Lead** at **Sensogram Technologies** (startup) Mar 2019 — Aug 2020, Kyiv

Design and development medical applications (for public use and for medical testing) <https://www.sensogram.com>. Small size project for 5 devs, 1 UX/UI designer, without QAs, PMs or other. My main responsibilities: team leading, tasks distribution, features development, testing, publishing apps, agile coaching

**Software Engineer/Team Lead, PM** at **PDFFiller/airSlate** (product) Aug 2015 — Mar 2019, Kyiv

As Project Manager (Apr 2017 - Mar 2019): Managed 4 teams (2 iOS and 2 Android), 7 projects (PDFfiller, SignNow, Scan2Fill, AltoApps, SingleForms, airSlate, desktop utils, some small NDA projects). My main responsibilities: resource planning, agile coaching, features delivery controlling, tasks distribution, team motivating

As Swift developer (Sep 2016 - Mar 2019): design and developing pdffiller iOS client, developing multiple small iOS apps, developing macOS utils. Small and mid size projects for 4 (at beginning) to 29 (in 2019) IT-specialists. My main responsibilities: developing and maintaining iOS apps, developing macOS utils, some scripting (js, ruby, python, bash), publishing apps to Apple App Store

As Senior Flash developer (Aug 2015 - Sep 2016): design and developing web online document editor <https://www.pdfFiller.com>. Big size projects for 10+ (at beginning) to 500+ (in 2019) IT-specialists. My main responsibilities: maintaining pdf document editor, cross team mini projects, new features development

## KEYWORDS

swift, Xcode, iOS, macOS, data structure, algorithms, OOP, git, json, xml, REST, jira, team leading, project management, agile, scrum, estimation, requirement management

## LINKS

[LinkedIn](#)

Some of IT conferences I was a speaker: [video#1](#), [video#2](#), [video#3](#), [video#4](#)

## LANGUAGES

Ukrainian (native), Russian (native), English (intermediate)

## EDUCATION

2001-2005 BD in Computer Systems, Sloviansk College NAU

2005-2010 MD in Computer Science, National Aviation University of Ukraine

### Offline courses:

Project Management Bootcamp (Hillel IT School)

SoftSkills in IT (PARTS Edu)

### Online courses:

Algorithms: Design and Analysis (Stanford University),

Algorithms (Princeton University),

Communication skills for Engineering Leaders (Rice University)

Python essentials for scripting (JBootcamp)

## HOBBIES

reading, shamanic drums, cooking

## **Senior Flash Developer/Team Lead** at **Win Interactive LLC** (outsource)

Jan 2013 — Aug 2015, Kyiv

Design and developing couple casino projects (slots, roulette, blackjack) [StardustCasino](#) [SlotsCraze](#). Mid size projects for 5-7 client (flash/frontend) devs, remote backend team, remote QA team, remote PMs. My main responsibilities: team leading, gathering requirements from client, business trips, developing slot games for existing slot-engine, developing blackjack game from scratch, porting web-plugin games to mobile, publishing to Apple App Store

## **Flash Developer** at **AlternativaPlatform** (product) Jan 2012 — Jan 2013, Perm

Developing flash clients (web-plugin client, iOS+Android GPU accelerated client) for 3D MMORPG <http://tankionline.com>. Big size project for 100+ IT-specialists. My main responsibilities: UI of chat, UI and networking of auth, StarWars+Lego demo for AdobeMax 2012, Stage3D port of TankiOnline game for iOS+Android (as 1 of 2 developers team), taking part in IT conferences as speaker

## **Flash Developer** at **Cogniance** (outsource) Mar 2011 — Jan 2012, Kyiv

Developing flash multiplayer card games <https://www.playsino.com>. Mid size project for 3 Flash devs, 3 PHP dev2, 1 designer, 2 QAs, 1 PM. I developed one of the games from scratch and took part in game engine development. My main responsibilities: implement turn-base logic for card games, update networking layer (it was long polling approach), program animation development

Developing a flash client of music service for Facebook <https://gmusic.com>. Small project for 1 Flash dev, 1 PHP dev, 1 designer, 1 QA, 1 PM. I developed a project from scratch. My main responsibilities: implement music player with upload feature, implement dynamic UI themes support, facebook integration, requirements management

## **Flash Developer, Daxx BV** (outsource) Sep 2010 — Mar 2011, Kyiv

Developing a full-flash browser-based MMORPG <https://innebula.com>. Small project for 1 Flash dev, 1 PHP dev, 1 designer, no QAs, PMs or other. I became a team member when the project was almost finished. My main responsibilities: optimize rendering of 3D objects, rework main screen with animations, update networking layer, testing, reporting to owner

## REFERENCES

**Vadim Yasinovsky, airSlate** [vadim@airslate.com](mailto:vadim@airslate.com)