

# ANDRII (ANDREW) ANDREIEV | SENIOS IOS ENGINEER

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## PROFILE SUMMARY

- Software developer with a **12-year** (6 years Adobe Flash, 6 years Swift) tenure in the IT industry, boasting broad experience across sectors such as e-documents, e-commerce, health, privacy security and others.
- Demonstrated success in delivering exceptional user experiences and drove product innovation in highly dynamic environments.
- Proven expertise in Swift, Clean Architecture, Math and other must-have technologies and tools to develop high-quality software products.
- Experience in team leading with Agile Scrum mastering

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## PROFESSIONAL SKILLS

- iOS/macOS Development;
- Mentoring & Coaching new team players;
- Phase out experience;
- Multi-project environment experience;
- Process management;
- Change management;
- Consulting experience;
- Stakeholder engagement & communication;
- Customer satisfaction and feedback;
- Product launches and releases;
- Customer-Centric approach;
- Agile Methodologies (Scrum).

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## HARD SKILLS

- **Developer tools:** Xcode, Android Studio, Postman, Proxyman, Swagger, etc;
- **Frameworks:** SwiftUI, UIKit, AppKit, Combine, CoreImage, 3rd party frameworks, etc;
- **Other tools and technologies:** math and algorithms, data structures, OOP, version control system, REST, etc;
- **Languages:** Swift/Dart for app development, bash/python/ruby for scripting and automation;
- **Tasks:** development Applications from scratch, development frameworks, releasing and phasing out products,
- **Ticket Management Systems:** Jira (JQL), Confluence, Trello;
- **CI/CD:** TeamCity;
- **OS:** Windows, MacOS.

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## WORK EXPERIENCE

### Sep, 2020 - Now, 2023 | Senior Swift engineer (iOS/macOS)

**Avast (contract, full-time and rem and remote) ote)** later **Gen (contract, remote)** - design and development iOS and macOS applications in PrivacyProtection area. Main responsibilities: features development, release management, task distribution, team leading, cross team communication

- **Successful delivery** of 7+ releases;
- Started an initiative of re-designing build pipeline.
- Reduced amount of legacy and dead code
- For macOS used: Swift, xib + AppKit, SMP+CocoaPods+Carthage+Conan, internal frameworks, TeamCity
- For iOS used: Swift, SwiftUI, Combine, SPM, internal frameworks, TeamCity

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### March, 2019 - Aug, 2020 | iOS TechLead

**Sensogram Technologies (product, full-time)** - design and development iOS applications bot for public use and for internal medical testing, release management

- **Successful delivery** of 3 releases;
- Re-implemented internal medical application;
- BLE data reading module optimisation.

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### Aug, 2015 - March, 2019 | Software Engineer / Engineering Manager

**PDFFiller/airSlate (product, Full-time)** - development online pdf editor app, form filling apps, internal tools and utils. Resource and team managing, agile coaching

- Regular releases of 4 big applications;
- Ad-hoc releases of 30+ small applications;
- Created 2 internal utilities for company use
- Started an initiative of corporate tech-talks and tech education;
- Formed 22-member engineering team
- Dramatically increased code and releases stability

## Jan, 2013 - Aug 2015 | Senior Adobe Flash Engineer / Team Lead

Win Interactive LLC (outsourced, Full-time) - browser games development

- Regular release every 3-6 weeks depending on game and sales season;
- Ported 2 web plugin games to mobile platforms using GPU-acceleration technology. Released these games in Apple and Google application stores;
- Created asset editor and localisation handling utility for internal usage.

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## Jan, 2012 - Jan, 2013 | Adobe Flash Engineer

AlternativaPlatform (product, Full-time) - development of flash clients (web-plugin client, iOS+Android GPU accelerated clients) for 3D MMORPG

- Update 3D-models unpacking algorithms;
- Take part in IT conferences as a speaker;
- UI for chat and Auth flow, networking updates;
- Created **StarWars+Lego** demo for **AdobeMax**.

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## March, 2011 - Jan, 12 | Adobe Flash Engineer

Cogniance (Outsource) - development of flash card games and music service for Facebook

- Implement card animation;
- Implement networking for turn-based games;
- Implement Facebook music service client.

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## Sep, 2010 - March, 2011 | Junior Adobe Flash Engineer

DAXX BV (outsourced, Full-time) - development full-flash browser-based MMORPG in small team (1 client dev, 1 backend dev, 1 designer)

- Optimize rendering process
- Create UI lib for reuse in 2 different game projects
- Networking implementation

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### EDUCATION & CERTIFICATIONS

## Nov, 2017 - Dec, 2017 | IT management bootcamp

Offline course at Hillel IT School

## Sep, 2014 | Python essentials for scripting

Offline course of JBootcamp

## Aug, 2014 - Sep, 2014 | Communication skills for Engineering Leaders

Rice course at Coursera

## Jun, 2014 - Jul, 2014 | Algorithms: Design and Analysis

Stanford course at Coursera,

## Jan, 2012 - Feb, 2012 | Algorithms [Accomplishment](#)

Princeton course at Coursera

## 2005 - 2010 | MD in CS

National Aviation University, Ukraine

## 2001 - 2005 | BD in CS

Sloviansk Colledge of NAU, Ukraine

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### AWARDS & MENTIONS

[GetIT 2013](#)

[DevGamm 2012](#)

[DevGamm 2013](#)

[UAFPU-50](#)