

Seven years’ experience in iOS Development, as well as the experience of organizing the development process. Experience in game development, client-server applications, applications for companies and governments.

**Ilia Nikolaenko  
Senior iOS Developer**

nikolaenkoim@gmail.com +49 152 24061866 Berlin

**WORK EXPERIENCE**

**Senior iOS Developer** *Jun 2017 - Present*

*Virtual Solution AG (ww.virtual-solution.com), Germany, Berlin*

***Key Achievements***

* Upgrading the user interface from militaristic to human

***Key Responsibilities***

* Working in the large command on large application SecurePIM (https://goo.gl/1GwWpa).
* Ensuring security and stability in the development of SecurePIM application
* Contributing to the contacts module (synchronization, interface, new features) of the SecurePIM application

***Technology***

Objective-C, UIKit, CoreData, AFNetworking, ActiveSync, CocoaPods, Unit Tests, OCMock, JIRA, Bitbucket (Code Review), Jenkins, CI, GIT-Flow, SCRUM

**Head of Mobile Development Department** *Mar 2016 – May 2017*

*Digital Zone (*[*www.dz.ru*](http://www.dz.ru)*), Russia, Ulyanovsk*

***Key Achievements***

* Organized the work of the mobile department from scratch for an outsourcing company.

***Key Responsibilities***

* Engaged in building a mobile department from scratch
* Directly involved in the development of projects for iOS
* Developed and modified three applications for internal use within government corporations and one for the mobile operator (<https://goo.gl/y9mHXS>).

***Technology***

Objective-C, Swift, UIKit, CoreAnimation, CoreData, AFNetworking, REST API, VIPER, Reactive programming (ReactiveCocoa), Dependency injection (Typhoon), CocoaPods, GIT, Redmine, SCRUM

**Senior iOS Developer** *Feb 2012 – Feb 2016*

*XIMAD (now ZIMAD) (*[*www.zimad.com*](http://www.zimad.com)*), Russia, Ulyanovsk*

***Key Achievements***

* Supervised the development of the game (Magic Jigsaw Puzzles), the profit of which increased to $400000 per month

***Key Responsibilities***

* Started as the only iOS developer in the Ulyanovsk office
* Gathered the team together with which we worked on the iOS game Magic Jigsaw Puzzles (<https://goo.gl/4w8ARy>).

***Technology***

Objective-C, UIKit, CoreAnimation, CoreData, Cocos-2D, OpenGL, AFNetwork, custom API, JIRA, SVN, GIT, SCRUM

***Current Project***

“This or That” (https://goo.gl/do8ifY)

In this game you will be asked questions with two possible answers. After answering, you can see how the other players responded. You can also add your own questions. In the second version there were comments.

***Technology***

version 1: Objective-C, CocoaPods, Core Data, RESTful, AFNetworking, CoreAnimation

version 2: Swift, Carthage, RESTful, Alamofire, RxSwift, CoreAnimation (release planned for March 2019)

**PROFESSIONAL CERTIFICATES**

Coursera:

Algorithmic Toolbox - <https://goo.gl/JKbyne>

Data Structures - <https://goo.gl/F9P9i4>

Algorithms on Graphs - <https://goo.gl/yrC1jc>

Algorithms on String - <https://goo.gl/FEG7yZ>

Swift - <https://goo.gl/s4AvDV>

**EDUCATION**

|  |  |
| --- | --- |
| **Specialist Degree in Organization Management**  ***Ulyanovsk State University – Russia*** | ***2009 – 2012*** |
| **Specialist Degree in Applied Informatics**  ***Ulyanovsk State University – Russia*** | ***2007 – 2012*** |