

Pogrebniak Dmytro

iOS developer (Swift)

Contacts:

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Skills:

- Good C and Swift knowledge
- Good understanding of OOP
- Advanced English

Technologies:

- Languages: JSON (1.5); C (1.5); Swift (1.5);
- Design patterns: basic knowledge of Behavioral, Structural and Creational design patterns
- Databases: SQLite;
- Development Software: Xcode (1.5), Sublime (1.5); Git (2.5)
- Technologies: RESTful web services (1);
- Platforms: Mac OS (3);
- Data Structures: Queues, Stacks, Linked Lists, Trees, Graphs
- Basic Sort Algorithms knowledge

Work experience:

1. Squash Coach at Sport Life | 2014 – 2017
2. iOS developer in StartUp project Theatre.love | 09.2018 – 06.2019
3. iOS developer in BigDigitals company | 08.2019 – 01.2020

Projects:

Non commercial projects:

Project Name	Description	Link
CCMN (15.11.2019 – 25.02.2020)	iOS application which allows you to track users, which are connected to particular system. App uses Cisco API to get all the data. It allows you to get a statistic about users, sessions and connections.	https://bitbucket.org/dima8889/ccmn/src/master/
SwiftProtein (07.07.2019 – 21.07.2019)	Simple iOS application to display, using Scene Kit molecules from list of elements. Using Touch and Face id for verification	https://github.com/averemi/Swifty-Proteins (private repository)
SwiftCompanion (01.06.2018 – 20.06.2018)	Swift Companion is an iOS application entirely written in Swift 4. It works with the 42 School API in order to offer a mobile experience of its intranet. It leans on an SwiftyJSON authentication flow.	https://github.com/dimaP8889/SwiftyCompanion
lem-in (05.03.2018 – 14.04.2018)	Path-finding algorithm to transfer objects through graph from start to end. Uses my implementation of queues, BFS.	https://github.com/dimaP8889/lem_in_demo

fdf (17.02.2018 – 01.03.2018)	Both library for displaying 3d objects and program that displays the given map on the screen. It uses simple library that allows to put pixels on the screen	https://github.com/dimaP8889/FdF
filler (05.01.2018 – 15.01.2018)	Simple AI for the famous (or infamous) game filler. The task is to put more pieces onto the game field than your opponent	https://github.com/dimaP8889/filler
printf (10.12.2017 – 02.01.2018)	My implementation of std libc function printf using only malloc, free and write	https://github.com/dimaP8889/ft_printf

Commercial project at Theatre.love:

Project Name	Description
Theatre.love (12.09.2018 – 15.06.2019)	Theaters recommendation service. Written in Swift 4. The application uses the REST API for registration, user authorization. REST API was also used to retrieve application data. This application used technologies such as REST API, Rollbar, Alamofire, SwiftyJSON, Lottie, SQLite.swift, Kingfisher and others.

Commercial projects at BigDigitals:

Project Name	Description
Almex (03.08 – 01.09)	A Document storage written with ReactiveKit. My task was to maintain an application and fix some develop bugs.
Prepsta (15.08 – 10.10)	A Quiz App for English words. My task was to maintain an application and fix some develop bugs.
CRBRS (01.09 – 20.12)	A Fitness App for tracking your progress in sport, also you can create your own exercises or pick some from existing. My goal was to develop an application from scratch
7 wallet (01.10 – 03.01)	A Crypto Currency wallet. A wallet where you can keep different type of crypto currency. You can buy, sell and also exchange coins. My goal was to develop an application from scratch

Education:

- Kyiv Polytechnic Institute | 2014 – 2018 (Radio Engineering bachelors degree)
- School 42 (UNIT Factory) | 2017 – present

Goals:

- Join software company to take part at software designing and development
- Find a good team to solve a different type of issues.
- Improve my developer skills
- Find a suitable environment for me and have a good time