

# Anton Kastsenich

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## PERSONAL STATEMENT

A talented 5-years experienced software engineer with a strong technical background in the field of computer science. Participating in all stages of application development process from discussing requirements with customer to delivering completed product. Possessing a good team spirit, strong self-discipline and ability to organize and present complex solutions clearly and accurately.

## WORK EXPERIENCE

### **Senior Software Engineer, EPAM, Poland, Krakow — September 2017 — present**

List of projects, I was involved in:

1. iOS helper application to manage your Internet connection, that provides ability to install modem and manage many settings, connect you with Wi-Free access points, and show user's mobile usage.  
Responsibilities: implementing new features, estimating new functionality, bug fixing.  
Technologies: Swift, iOS SDK, ReactiveSwift.

### **iOS developer, Itransition, Minsk, Belarus — November 2012 — August 2017**

Took part in many iOS projects as a developer/team-leader. The most important are listed below:

1. iPad portfolio-like application for visual artists.  
Responsibilities: implementing features, bug fixing, refactoring legacy code.  
Technologies: Objective-C, iOS SDK, Core Data.
2. Evernote-based memory game for iOS-based devices.  
Responsibilities: implementing features, bug fixing.  
Technologies: Objective-C, iOS SDK, Evernote SDK.
3. Enterprise application for sharing documents and task management.  
Responsibilities: architecture creation, communication with the customer, design and estimating new functionality, implementing features, code review, sharing experience.  
Technologies: C#, Xamarin (MonoTouch).
4. Application for complex real-time baby monitoring system.  
Responsibilities: implementing new features, communication with the customer, estimating new functionality, bug fixing.  
Technologies: Objective-C, iOS SDK, Core Data.

5. Application for housing authority company and its processes.  
Responsibilities: architecture discussions, design/estimating/implementing new features, bug fixing, code review.  
Technologies: C#, Xamarin (MonoTouch), MVVMCross.
6. Application that provides guides for weight loss and helps people to find success in nutritional care.  
Responsibilities: team leading, architecture discussions, design/estimating/implementing new features, bug fixing, code review, integrating and improving development processes.  
Technologies: Objective-C, iOS-SDK.

**Teaching Assistant, BSUIR, Minsk — September 2015 — July 2017**

Teaching students basics of CPU architecture and Assembly language, system programming (both Windows and Unix systems) and multi-threaded programming with C/C++, helping them with their term project. Integrating VCS into studying process (Git via Github), formalizing grading criteria and code quality metrics.

**EDUCATION**

1. Belarusian State University of Informatics and Radioelectronics, Minsk  
Faculty of Computer Science and Networks — B.S. in Computer Science, July 2015  
Fields of study: PC and CPU architecture, system programming, network programming, signal processing.

Main projects:

- 3D chess game written with C++ (DirectX);
- Windows malware for hiding files written with C++ (WDK);
- Ruby-like language interpreter (lex and yacc);
- Diploma project - web-service for managing and auto-grading programming assignments written with Ruby on Rails and CoffeeScript (PostgreSQL, MongoDB, RabbitMQ).

2. Belarusian State University of Informatics and Radioelectronics, Minsk  
Faculty of Computer Science and Networks — M.S. in Computer Science, Jan. 2018  
Fields of study: cloud computing, multiprocess and multithreaded systems, signal processing, artificial neural networks.

Main project:

- high-load and scalable Elixir based web system for analyzing and aggregating social networks data.

**PROFESSIONAL SKILLS**

Knowledge of different programming languages: Objective-C, Swift, C#, C/C++, Ruby, Erlang/Elixir, Javascript.

Knowledge and understanding of mobile cross-platform development.

Knowledge of different programming paradigms: imperative, object-oriented, functional.

Experience in TDD and covering legacy code with tests.

Good knowledge of algorithms and data structures.

Good debugging and profiling skills.

Database experience: SQLite, PostgreSQL, MongoDB.