Alexander Frolikov

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Senior iOS developer

Summary

- 8+ years of experience in commercial software development
- Experience of leading a team of up to 6 engineers. Ability to interact effectively with all project roles.
- Solid knowledge of Swift, SwiftUI, Combine.
- Experience in Mobile Application Development Frameworks, Design Guidelines, etc
- Experience developing, shipping, and maintaining iOS mobile applications
- Proficient with Xcode IDE, iPhone SDK, Apple Approval Distribution Process
- Experience in architecture design, development and deployment of enterprise mobile applications
- Analytical mind: abstract thinking, ability to plan scalable and easily changeable project architecture depending on product requirements
- Good communication and leadership skills

Technical Skills

Category	Skills
Programming Languages:	Swift, Objective-C basic: Python
Frameworks:	SwiftUI, Combine, UIKit, CoreData, Unit Testing, API Testing, RESTful API Services, etc
Operating System:	Mac OS X
Software and Development Tools:	Jira, Git, XCode

Work Experience

Company:	9.2020 - now
Job Title:	Senior iOS Developer
Responsibilities:	Negotiations with customers Application architecture, code review Development, supporting, implementing new features Organizing and maintaining CI/CD process

Project Name:	**VRTKL** **https://apps.apple.com/de/app/vrtkl-mobile-video-shopping/id1593197480?l=en**
Project Overview:	Mobile video shopping
Responsibilities:	Application architecture, Development, Supporting, Implementing new features
Role:	Lead iOS Developer
Technologies, processes:	SwiftUI, Combine Team size: 4 developers, 1 QA, 1 BA, Manager and Product Owner. Gitlub, Fastlane, Firebase, TestFlight for CI/CD.

Company:	**DBBest Technology,** **10.2018 - 8.2020**
Job Title:	iOS Team Lead
Responsibilities:	Negotiations with customers Application architecture, code review Development, supporting, implementing new features Organizing and maintaining CI/CD process

Project Name:	**OP.Sign** **https://apps.apple.com/us/app/op-sign-scan-sign-pdf-docs/id1491012289**
Project Overview:	E-Document Scan and Signing
Responsibilities:	Application architecture, Development, Supporting, Implementing new features
Role:	Lead iOS Developer
Technologies, processes:	SwiftUI, Combine Team size: 3 developers, 1 QA, 1 BA, Manager and Product Owner. Gitlub, Fastlane, Firebase, TestFlight for CI/CD.

Project Name:	**Oshi Health**
Project Overview:	Mobile app with all-in-one features for IBD wellness including symptom tracking, curated learning, and expert Q&A
Responsibilities:	Application architecture, Development, Supporting, Implementing new features
Role:	Lead iOS Developer
Technologies, processes:	Team size: 2 developers, 1 QA, 1 BA, 2 Backend Devs, Manager and Product Owner.

	Gitlub, Fastlane, Firebase, TestFlight for CI/CD.

Company:	Dev-Pro
Period of Work:	10.2016 - 10.2018
Job Title:	Lead iOS Developer
Project Name:	**Bojangles'**
Project Overview:	Bojangles' Restaurants iOS client application (food and drinks online ordering) Complex interaction with Data Management Services, Online Ordering Services, Loyalty Service, Payments Services, Social Network Services Improving application UI responsibility, stability Improving domestic security, API communication security
Responsibilities:	Designing of Application architecture, Development, Supporting, Implementing new features
Role:	Lead iOS Developer
Technologies, processes:	Swift Team size: 2 developers, 1 QA, 1 BA, Manager and Product Owner. We used scrum framework, Github as a repository, Jenkins/Hockeyapp/TestFlight for CI/CD.

Project Name:	**Beanstalk iOS SDK, Katana iOS SDK, Xenial iOS SDKs**
Project Overview:	iOS SDK for Beanstalk Engage RESTful API
Responsibilities:	Development, Supporting, Implementing new features, Improving API Services security
Role:	iOS Developer
Technologies, processes:	Swift We used scrum framework, Github as repository,

Project Name:	**Pollo Tropical**
Project Overview:	Pollo Tropical iOS mobile client application
Responsibilities:	Supporting, Implementing new features, Improving API Services security
Role:	iOS Developer
Technologie, processes:	Objective-C Supporting, bug fixing

Project Name:	**California Grand Casino**

Project Overview:	California Grand Casino staff iOS mobile client
Responsibilities:	Designing of Application architecture, Development, Supporting, Implementing new features
Role:	iOS Developer
Technologies, processes:	Swift Team size: 1 developer, 1 QA. We used scrum framework, Github as repository,

Company:	NIX Solutions
Period of Work:	08.2014 - 10.2016
Job Title:	iOS Developer
Project Name:	**NDA**
Project Overview:	Designing of Application architecture
Role:	iOS Developer
Technologies Used:	Swift, AsyncDisplayKit
Project Name:	**NDA**
Project Overview:	Social network iOS client application, similar to Twitter, Instagram, Tumblr. Application was presented in the App Store, updated every 3-4 weeks.
Role:	iOS Developer
Responsibilities:	● Features implementation ● DataBase refactoring/reorganization (models structure optimizing, multi-threading, performance improvement) ● App. structure reorganization, refactoring scalability improvement ● Designing new API requirements, client-server interaction ● Communication with customer (on management and server-side level).
Project Name:	**NDA**
Project Overview:	Professional athletes training application, similar to Nike+ Training Club
Role:	iOS Developer
Responsibilities:	● Design API requirements, design data format ● Client-server integration ● Client-server synchronization online/offline, multi-devices

Languages

Language	Proficiency Level	Description
English	Upper Intermediate	

Ukrainian, Russian	Native	

Education

Name of University, City, Country:	National Technical University "Kharkiv Polytechnic Institute" , Kharkiv, Ukraine
Years of Study:	1999 - 2005
Qualification/Degree:	Master's degree, Automation and Instrumentation