

## Completed Projects:

### Software:

#### App to manage e-cars (NDA)

Customer: NDA,  
Description: App provide service to charge e-cars,  
Languages: Objective-C, Swift,  
Platform: iOS (iPhone),  
Environment: Xcode,  
Position: Team Lead,  
Role:

- Architecture;
- Networking;
- Services;
- Parsers;
- GUI.

#### App to provide services (NDA)

Customer: NDA,  
Description: Like a Booking app, but for Services,  
Languages: Objective-C,  
Platform: iOS (iPhone/iPad),  
Environment: Xcode,  
Position: Senior Developer,  
Role:

- Full Development Cycle.

#### App to sell car (NDA)

Customer: NDA,  
Description: App allow user to inspect car before sell it,  
Languages: Objective-C,  
Platform: iOS (iPad),  
Environment: Xcode,  
Position: Senior Developer,  
Role:

- Full Development Cycle.

#### App to fix photos (NDA)

Customer: NDA,  
Description: App like - <https://itunes.apple.com/ua/app/facetune/id606310581?mt=8> ,  
Languages: C++, Objective-C,  
Platform: iOS (iPhone/iPad),  
Environment: Xcode, OpenCV, GPUImage,  
Position: Senior Developer,  
Role:

- Full Development Cycle.

## **Refer.To**

**Customer:** WebDevs,

**Description:** The easy way to connect customers & businesses.

Full Description and App here - <https://itunes.apple.com/au/app/referto/id542674074?mt=8> ,

**Languages:** C++, Objective-C,

**Platform:** iOS (iPhone),

**Environment:** Xcode, ASIHTTPRequest, FlurryLib, JSONKit, ShareKit etc,

**Position:** Senior Developer,

**Role:**

- DataBase manager;
- Front-End Server;
- Developing User Profile;
- Optimization (setup ARC, speedup, multithreading)
- Developing social system.

## **TPControl**

**Customer:** WebDevs (Touchpanel Control),

**Description:** Application for smart houses.

Full Description and App here - <https://itunes.apple.com/us/app/tpcontrol/id348715945?mt=8> ,

**Languages:** C++, Objective-C,

**Platform:** iOS (iPad/iPhone),

**Environment:** Xcode, GCD, d3des, JSONKit, speex, curl,

**Position:** Senior Developer,

**Role:**

- iOS 7 adaptation;
- Sound, Network & Multitouch systems;
- Parsers.

## **Avizia Educator**

**Customer:** WebDevs (Avizia Inc),

**Description:** Manager for presentation.

Full Description and App here - <https://itunes.apple.com/us/app/avizia-educator/id662039343?mt=8> ,

**Languages:** C++, Objective-C,

**Platform:** iOS (iPad),

**Environment:** Xcode, GCD, d3des, JSONKit, etc,

**Position:** Senior Developer,

**Role:**

- iOS 7 adaptation;
- DataBase manager;
- Controller Manager;
- Multithread system;
- Parsers.
- GUI.

## **Коммерсант TB**

**Customer:** Kommersant,

**Description:** Read and Watch News from Kommersant.

Full Description and App here - <https://itunes.apple.com/app/kommersant/id516313586?mt=8> ,

**Languages:** C++, Objective-C,

**Platform:** iOS (iPad),

**Environment:** Xcode, ASIHTTPRequest, OAuth, Core Data, JSONKit,

**Position:** Middle Developer,

**Role:**

- Views refactoring
- Bug fix;
- Optimization for iPad

## **BMW Approved Used Cars for iPad**

**Customer:** BMW Group,

**Description:** An order vehicles online.

Full Description and App here - <http://itunes.apple.com/app/bmw-approved-used-cars-for/id520434632?mt=8>

**Languages:** C++, Objective-C,

**Platform:** iOS (iPad),

**Environment:** Xcode, ASIHTTPRequest, FlurryLib, FontLabel, OAuth, Core Data, JSONKit,

**Position:** Middle Developer

**Role:**

- Developing User Profile;
- Developing Vehicle Views;
- Optimization for iPad
- Developing social system.

## **Games:**

### **Pet Buddies**

Customer: Catalyst Apps

Description: DressUp. Full Description and App here - <https://itunes.apple.com/nz/app/pet-buddies/id852224786?mt=8>

Platform: iOS (Universal)

Languages: C++/Objective-C

Environment: Xcode, Cocos2d, GAF

Position: iOS Developer

Role:

- Game Engine Development;
- Improvement in cocos2d
- DataBase manager;
- iOS 8-9 adaptation;
- Network manager;
- AI;
- GAF Engine.

### **The Settlers**

Customer: Gameloft

Description: RTS Game.

Full Description and App here - <http://itunes.apple.com/app/the-settlers/id337938346?mt=8>.

Languages: C++, Objective-C, Lua, OpenGL

Platform: iOS (iPhone / iPod)

Environment: Xcode, Flash

Position: Middle Game Developer

Role:

- Development Levels,
- Development Ground system,
- Designing Tutorials,
- Development Game Tools,
- Development Audio Engine.

### **NFL 2012**

Customer: Gameloft

Description: Sport Game.

Full Description and App here - <http://itunes.apple.com/app/nfl-pro-2012/id441083639?mt=8>.

Languages: C++, Objective-C, Lua

Platform: iOS (iPhone / iPod)

Environment: Xcode, OpenGL, Irrlicht, Flash

Position: Technical Lead

Role:

- Developing 3D graphic engine;
- Adapt for Mac OS X;
- Developing game engine

## **Gangstar 2**

Customer: Gameloft

Description: Game.

Full Description and App here - <http://itunes.apple.com/app/gangstar-miami-vindication/id459046576?mt=12>.

Platform: Apple Mac OS X

Languages: C++, Objective-C

Environment: Xcode, Irricht, Flash

Position: Technical Lead

Role:

- Tasks definition and distribution;
- Management of all stages of software development cycle;
- Developing 3D graphic engine;
- Adapt for Mac OS X;
- Developing game engine
- Developing Input engine

## **Tank Battles**

Customer: Gameloft

Description: Game.

Full Description and App here - <https://itunes.apple.com/ru/app/tank-battles/id441082443?mt=12>

Platform: Apple Mac OS X

Languages: C++, Objective-C

Environment: Xcode, Irricht, Flash

Position: Technical Lead

Role:

- Tasks definition and distribution;
- Management of all stages of software development cycle;
- Developing 3D graphic engine;
- Adapt for Mac OS X;
- Developing Security system

## **Driver**

Customer: Gameloft

Description: Game Simulator.

Full Description and App here - <http://itunes.apple.com/app/driver/id343583887?mt=8>.

Platform: iOS (iPhone / iPod)

Languages: C++, Objective-C

Environment: Xcode, Irricht, Flash

Position: Middle Game Developer

Role:

- Development Profile Manager;
- Bug fix

## Wild West Guns

Customer: Gameloft

Description: Game.

Full Description and App here - <http://itunes.apple.com/app/wild-west-guns/id304539803?mt=8>.

Languages: C++, Objective-C

Platform: iOS (iPhone / iPod)

Environment: Xcode, Aurora, OpenGL

Position: Junior Game Developer

Role:

- Development Levels,
- Developing UI/UX,
- iOS optimization,
- Development Weapon system,
- Development Cheat system.

## IgaBall

Customer: IGR Software (myself)

Description: Platform game. Full Description and App here - <https://itunes.apple.com/us/app/igaball/id880717157?mt=8>

Source Code: <https://github.com/IGRSoft/igaball>

Platform: iOS (Universal)

Languages: Objective-C

Environment: Xcode, SpriteKit

Position: Technical Lead

Role:

- Game Development

## KIDiLEARN Russian Alphabet

Customer: Ingengo LLC

Description: Game.

Full Description and App here - <http://itunes.apple.com/app/kidilearn-russian-alphabet/id482484724?mt=8>

Languages: C++, Objective-C

Platform: iOS (iPhone / iPod)

Environment: Xcode, Cocos2D, SharedKit

Position: Middle Game Developer

Role:

- Tasks definition and distribution;
- Management of all stages of software development cycle;
- Developing 2D graphic engine;
- Developing game engine

## Undisclosed title

Customer: IGR Software (myself)

Description: Platform game. Work In Progress

Platform: iOS (Universal)

Languages: Objective-C

Environment: Xcode, SpriteKit

Position: Technical Lead

Role:

- Game Development

## ***My Projects:***

### **ipswDownloader**

**Customer:** IGR Software (myself)

**Description:** ipswDownloader is a lightweight application that was designed in order to provide you with a simple means of getting firmware updates for your Apple device.

**App Link:** [www.igrsoft.com/ipswdownloader/](http://www.igrsoft.com/ipswdownloader/)

**Languages:** Objective-C

**Platform:** Apple Mac OS X

**Environment:** Xcode, ASIHTTPRequest, Growl-framework, Sparkle-framework

**Position:** Software Developer

**Role:**

- Designed DB;
- Development Download Manager;
- Development interaction with iOS Devices
- Development UI;

### **LockMeNow**

**Customer:** IGR Software (myself)

**Description:** Lock your screen from the menu bar or by shortcut

Full Description and App here - <http://itunes.apple.com/app/lock-me-now/id464265594?mt=12>

**Source Code:** <https://github.com/IGRSoft/LockMeNow>

**Platform:** Apple Mac OS X

**Languages:** Objective-C

**Environment:** Xcode, ShortcutRecorder-framework, SGHotKeysLib

**Position:** Technical Lead

**Role:**

- Developing Security System;
- Design UI

### **iGadget Manager**

**Customer:** IGR Software (myself)

**Description:** Tools to manage your iDevice

Full Description and App here - <http://www.igrsoft.com/igadget-manager/>

**Source Code:** <https://github.com/IGRSoft/iGadgetManager>

**Platform:** Apple Mac OS X

**Languages:** Objective-C

**Environment:** Xcode, libimobiledevice

**Position:** Technical Lead

**Role:**

- Developing;

## **KisMac2**

**Customer:** IGR Software (kismac-ng)

**Description:** Tools to Check security for Wi-Fi Network

Full Description and App here - <http://www.igrsoft.com/kismac2/>

**Source Code:** <https://github.com/IGRSoft/KisMac2>

**Platform:** Apple Mac OS X

**Languages:** Objective-C / C++

**Environment:** Xcode

**Position:** Developer

**Role:**

- Adaptation for OS X 10.8.x/10.9.x/10.10.x;
- Code Review;
- Added Multithreading, Fixed a lot of base issues.
- Improvement to check Wi-Fi Security
- Design UI;

## **EX Player**

**Customer:** IGR Software (myself)

**Description:** EX Player allow you watch video from EX.UA site on Apple TV 4G (with tvOS) and for all iPads, iPhones and iPods Touch with iOS 8.0+.

Full Description and App here - <https://igrsoft.com/ex-player/>

**Source Code:** <https://github.com/IGRSoft/exTVPlayer>

**Platform:** tvOS and iOS

**Languages:** Objective-C

**Environment:** Xcode

**Position:** Technical Lead

**Role:**

- Developing;

## **imGuru**

**Customer:** IGR Software (myself)

**Description:** Share images to imgur service.

Full Description and App here - <https://itunes.apple.com/us/app/imguru/id1012308785?mt=12>

**Source Code:** <https://github.com/IGRSoft/imGuru>

**Platform:** Mac OS X

**Languages:** Objective-C

**Environment:** Xcode

**Position:** Technical Lead

**Role:**

- Developing;