



Vitalii Parovishnyk

Apple Mac OS X / iOS Developer

Contacts:

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Summary:

- 15+ years of experience in professional software development;
- 7+ years of experience in game development;
- Rich expertise in Desktop Game/Software development (macOS);
- Rich expertise in Mobile Game/Software development (iOS);
- Rich expertise in Management.

Education:

- Kharkov Patent-Computer College, July 2006, Programmer-Mathematician.
- State Technical University of Agriculture, Department Power engineering and the computer technologies, specialty Automated Control of Technological Processes & Production.

Languages:

- English: (Upper Intermediate),
- Russian: (Native),
- Ukrainian: (Native),

Programming Languages:

- Swift,
- C, C++,
- Objective-C,
- Python, Bash, AppleScript (for scripts)

Working Experience:

- | | |
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| • Daxx, Senior Software Developer | 05.2017 – Current |
| • Freelance, Senior iOS/macOS/tvOS Developer | 04.2016 – 04.2017 |
| • Catalyst Apps, Senior Game Developer | 10.2013 – 04.2016 |
| • WebDevs, Senior Software Developer | 03.2012 – 10.2013 |
| • DataArt Solutions, Inc., Game/Software Developer | 09.2011 – 03.2012 |
| • Gameloft, Senior Game Developer / Technical Lead | 11.2008 – 08.2011 |
| • SP Evseev, System / DB Developer | 08.2006 – 08.2008 |

Additional info:

Portfolio: <http://igrsoft.com/info/vitalii/portfolio.pdf>
Web: <http://igrsoft.com>
GitHUB: <https://github.com/iKorich> , <https://github.com/IGRSoft>

Awards:

- Top 10 Objective-C dev in OpenSource - <https://dou.ua/lenta/articles/github-top-2017>,

Libraries and Frameworks:

- SwiftUI;
- UIKit, CoreLocation, CoreGraphics, CoreAnimation, CoreData etc;
- Alamofire, Firebase, Kingfisher.

Architectural patterns:

- MVVM;
- MVC.

Data Storages:

- SQLite, SQL;
- JSON, XML, Plist.

Platforms:

- Apple iOS, macOS, tvOS;
- Linux,

Development Environment:

- Xcode;
- QTCreator, MS Visual Studio, GCC.

Version Control Systems:

- Git;
- Subversion (SVN).

Continuous Integration:

- Jenkins;
- Xcode Server.

Development Experience:

- Cross-platform development using C/C++;
- Development of network and multithreaded applications;
- Object-Oriented Design;
- Design Patterns;
- 2D/3D games for Apple iPhone / iPad / Mac;