Evgeniy Kirpichenko

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Work Experience

Jul 2014 – Present	**iOS Developer**, *Omnigon Communication LLC*, Kyiv, Ukraine. Working on official Verizon IndyCar series iOS application.
Jul 2010 – Jun 2014	**iOS Developer**, *MLSDev LLC*, Donetsk, Ukraine. Assessment of requirements for software development and time estimation. Software development.

Commercial Projects

IndyCar 15	The Official Verizon IndyCar Series Mobile application. Racing news and media are available in the app even when your device is offline. View leaderboard, car telemetry and other real-time features during live races.
Brain Power	Classic game to test your memory. Memorize the sequence played by the game and repeat it. The faster you tap the sequence, the higher is your scores.
Muddler	With Muddler you can discover, upload, rate and share the best drinks in cities around the world.

Open-source Projects

Keyboard Avoiding	It's an universal solution for keyboard avoiding for iOS that allows to view the content placed under the presented keyboard.
Tiles Maker	A simple iOS utility that slices provided original image onto tiles. Tiles may be used for displaying large image on different detalization levels.

Technical skills

Language	Objective C
Frameworks and Tools	AFNetworking, Google Protobuf, Bonjour, Sockets, MagicalRecord, CocoaPods, Cedar, XCTest, Calabash-iOS
Process	TDD, BDD, XP, Continuous integration, Design patterns
VCS	Git, Mercurial
CRM	Jira, Redmine

Languages

Native	Russian, Ukrainian
Advanced	English

Education

2005 – 2010	**Master of Applied Mathematics**, *Donetsk National University*, Donetsk, Ukraine. Faculty of Mathematics