

Evgeniy Kirpichenko

Work Experience

- Jul 2014 – **iOS Developer**, *Omnigon Communication LLC*, Kyiv, Ukraine.
Present Working on official Verizon IndyCar series iOS application.
- Jul 2010 – **iOS Developer**, *MLSDev LLC*, Donetsk, Ukraine.
Jun 2014 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 AFNetworking, Google Protobuf, Bonjour, Sockets, MagicalRecord, CocoaPods, Cedar, XCTest, and Tools 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