

<b>Michael Kapelko</b> 33 years	Development is my passion. My applications run on desktops, servers, embedded, and mobile. I develop cross-platform games and tools in spare time. I love to teach kids to program.  E-mail: <a href="mailto:kornerr@gmail.com">kornerr@gmail.com</a> English: B2+	
<b>Position</b>	Senior iOS developer, EPAM Systems	August 2017 - Now
<b>Role</b>	<ul style="list-style-type: none"> <li>• Create e-commerce iOS application as a team member</li> <li>• Create WebView-based iOS application as a team member</li> </ul>	
<b>Noticeable examples</b>	<ul style="list-style-type: none"> <li>• Controller-View pattern based on custom <a href="#">Reporter</a> component</li> <li>• Template table view and collection view cells to reuse UIViews in different contexts</li> <li>• Building UI completely in code with the help of Anchorage</li> <li>• Generating several project versions with xcodegen out of single source code tree</li> <li>• Building a final source code file out of templates and variants using custom <a href="#">AMLEO</a> tool</li> </ul>	
<b>Technologies</b>	iOS, Swift, WKWebView, XcodeGen, Alamofire, Anchorage, Reporter, AMLEO, MS AppCenter	
<b>Position</b>	iOS developer, Magora Systems	December 2016 - July 2017
<b>Role</b>	<ul style="list-style-type: none"> <li>• Create Taxi iOS application as a team member</li> <li>• Support defect reporting iOS application as a team member</li> </ul>	
<b>Noticeable examples</b>	<ul style="list-style-type: none"> <li>• Custom design pattern based on MVVM-C and ReactiveObjC</li> <li>• Build automation with Fastlane</li> <li>• Creation of a Pod for internal library</li> </ul>	
<b>Technologies</b>	iOS, Objective-C, xcconfig, MVVM-C, ReactiveObjC, Socket.io, Google Maps/Directions/Places, Fabric	
<b>Position</b>	Head of mobile development department, Good Line	December 2014 - November 2016
<b>Role</b>	<ul style="list-style-type: none"> <li>• Manage development of <a href="#">Большое ТВ</a> 2.0 Android and iOS applications</li> <li>• Manage development of <a href="#">Техподдержка Good Line</a> 1.0 Android and iOS applications</li> </ul>	
<b>Noticeable discoveries</b>	<ul style="list-style-type: none"> <li>• Management comes first, implementation comes second</li> <li>• Communication is the key to success</li> <li>• It's a lot easier to manage computers than humans</li> </ul>	
<b>Technologies</b>	Microsoft Project, Google Sheets, Google Docs, SCRUM	
<b>Position</b>	Lead iOS developer, Good Line	December 2013 - November 2014
<b>Roles</b>	<ul style="list-style-type: none"> <li>• Create <a href="#">Большое ТВ</a> 1.0 iOS application as a team member; the application allows users to play videos on STB</li> <li>• Create <a href="#">Wachanga</a> 1.0 iOS application as a team member; the application assists parents in raising their kids</li> </ul>	
<b>Noticeable examples</b>	<ul style="list-style-type: none"> <li>• Today widget to display info about currently played video on STB</li> <li>• HTTP requests' queue to make sure access token is always valid</li> <li>• Unified data and STB layers</li> <li>• Sharing posts to social networks</li> <li>• Dependency injection, no singletons</li> </ul>	
<b>Technologies</b>	iOS, Objective-C, TCP, UDP, AFNetworking, CocoaAsyncSocket, ShareKit, OAuth	

<b>Position</b>	STB UI developer, Good Line	December 2011 - November 2013
<b>Roles</b>	<ul style="list-style-type: none"> <li>• Create UI in Qt/C++ for STB (Linux, MIPS) as a team member.</li> <li>• Create Android application for Android TV stick to cache media content received over HTTP and then serve the content over HTTP to a media player for playback without interruptions</li> </ul>	
<b>Noticeable examples</b>	<ul style="list-style-type: none"> <li>• Unified network layer</li> <li>• Unified statistics reporting</li> <li>• Plugin architecture to divide formerly single STB UI into separate modules</li> <li>• Firmware build automation with Jenkins</li> </ul>	
<b>Technologies</b>	Linux, Qt, CMake, C++, Jenkins, HLS, Android, Java	
<b>Position</b>	Full stack developer, Good Line	December 2007 - November 2011
<b>Role</b>	Create Windows applications in Delphi to control switches/commutators and server applications in Perl/Python/C++ to perform actual communication with switches/commutators over SNMP and TCP. Oracle was used for storage.	
<b>Noticeable examples</b>	<ul style="list-style-type: none"> <li>• Binary data parsing, conversion, and storage</li> <li>• Unified presentation, data, and device layers</li> <li>• Serving API with xinetd</li> </ul>	
<b>Technologies</b>	Windows, Delphi, Perl, Python, C++, Oracle, SQL	
<b>Education</b>	Kemerovo State University	2003 - 2008
<b>Qualification</b>	Specialist. Applied mathematics, mathematician. System programmer.	
<b>Online courses</b>	<ul style="list-style-type: none"> <li>• <a href="#">Startup Engineering</a> (Stanford University)</li> <li>• <a href="#">Gamification</a> (University of Pennsylvania)</li> <li>• <a href="#">Critical Thinking in Global Challenges</a> (University of Edinburgh)</li> </ul>	
<b>Hobby</b>	Game developer and educator	2010 - Now
<b>Games</b>	<ul style="list-style-type: none"> <li>• <a href="#">OGS Mahjong 1</a> is Mahjong solitaire/Shisen-sho 3D game for Linux and Windows.</li> <li>• <a href="#">Memory</a> is a simple game to train memory. I use the game as a base to teach kids to program.</li> </ul>	
<b>Education</b>	<ul style="list-style-type: none"> <li>• <a href="#">OpenSceneGraph cross-platform guide</a> explains how to create a simple OpenSceneGraph application for Linux, macOS, Windows, Android, iOS, and Web.</li> <li>• <a href="#">eKIDS</a> is EPAM internal program to teach kids to program. I participate as a teacher.</li> </ul>	