

KUCHKO OLEKSII



Contact

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Languages

English - B2

Summary

Junior-Trainee iOS developer on swift. Ready for new projects and challenges.

Skill Highlights

- Swift
- Git
- Cocoapods
- C
- OOP
- Embedded

Projects

SWIFT:

- Swifty_companion - unit school app that shows student info by student name. Used API, Almofie and SwiftyJSON frameworks.
- Calculator - study Autolayout technology.

C:

- Lem-in - finding the shortest paths from point A to B with BFS algorithm.
- Filler – creating game bot with backtracking algorithm.
- Fdf - draw 3d wire map with different angle view and perspective view.
- Fractol - draw fractals with multi-threading.
- Wolf3d - recreating maze game with "Ray tracing" technology.

Experience

Design engineer in construction - 09/2011 to 10/2013

ISK Transekspo, Kiev

- Designing automatic control and firefighting systems

Lead engineer in construction - 11/2013 to 12/2018

PCC "SALD", "Altis Construction", Kiev

- Designing automatic control and building management systems
- Management of the project team of four people.
- Participation in tenders

Education

2005 - 2011 - Master of Science: **Automation of power and heat processes.** National Technical University of Ukraine "KPI"

2018 - Present - Junior programmer. **UNIT Factory** Programming school