

Eugene Ovchynnykov

+38 067 769 5 307

Odessa, Ukraine

eugene.ovchynnykov@gmail.com

eugeneovchynnykov.com

<https://github.com/longlongjump>

Work Experience

November 2015 - now

Position: Senior iOS Developer at Basket at <http://basketsavings.com>

Responsibilities: Developing iOS client

Technologies: UIKit, ReactiveCocoa, RxSwift, Mantle, XCTest, Nimble, Alamofire, AFNetworking, CocoaPods, Crashlytics, Genome, AVFoundation(Barcode Scanning) and Realtime Barcode Recognition. Swift, Objc

Projects: <https://itunes.apple.com/us/app/basket-savings/id1060139875?mt=8>

April 2014 - October 2015

Position: Senior iOS Developer at Ciklum at <http://stockup.co>

Responsibilities: Developing iOS client

Technologies: UIKit, Reactive Programming with ReactiveCocoa, Mantle, CocoaPods, Crashlytics, AFNetworking, AVFoundation(Barcode Scanning) and Realtime Barcode Recognition. Swift

Projects:

<https://itunes.apple.com/us/app/pricespotting/id647261847?mt=8&ign-mpt=uo%3D4>

Jan 2013 - March 2014

Position: Senior iOS Developer at <http://www.mamba.ru>

Responsibilities: Developing iOS client for mamba.ru

Technologies: UIKit, ReactiveCocoa, RestKit, CocoaPods, Crashlytics, Kiwi(testing framework), CoreData, AFNetworking, In-App Purchase

Projects: <https://itunes.apple.com/en/app/znakomstva-mamba/id326839545?mt=8>

Mar 2012 - Jan 2013

Position: Ruby on Rails Developer at Helios

Responsibilities: working on the frontend and backend of various enterprise web applications

Technologies: Ruby 1.9 On Rails 3.2, Mysql, Mongodb, Redis, EM, Capistrano, RSpec,

Capbara, Backbone.js

Projects: id.net

Sep 2010 - 2012 Mar

Position: iOS Developer at [Softtechnics](#)

Responsibilities: Developing various iPhone/iPad apps : Social networking, Casual Game, Medical diagnostic app, Car Accessories catalogs. Leading a developer team on various projects, Video/Gif Converting Utilities, Image Editing(Filters, Image Enhancement)

Technologies: C/C++, Objective C, UIKit, MapKit, CoreData, QuartzCore, CoreAudio, ImageMagick, AVFoundation

Sep 2010 - 2012 Mar

Position: Ruby on Rails Developer at [Softtechnics](#)

Responsibilities: Developing backend and frontend using Ruby on Rails. Creation of REST API based on RoR

Technologies: Ruby 1.9 RoR 3.0, Mysql

Projects: [Coupons in Motion](#) (backend, admin, api), numerous backend project for mobile

2008-2010

Position: Software Developer(Freelance)

Responsibilities: Web development, iOS applications development

Technologies: C/C++, Objective C, Cocoa, Cocoa Frameworks

Languages

English - upper intermediate

Russian - native

Skills

- Develop mobile solutions for iPhone/iPad with Objective-C, Swift, Ruby, REST
- Proficient with Multithreaded environment, GCD and NSOperation
- Object Oriented Design, Algorithms and Data Structures
- Functional Reactive Programming with Reactive Cocoa(Objc and Swift)
- Proficient in Mac OS X, Linux
- Experience with Image Processing, Filters and Image Enhancement.
- Experience with signal processing. Filtering and analysing.
- Experience with C/C++ and Objective C++
- Experience with high level and low level networking. AFNetworking(Alamofire),

NSURLSession, CFNetwork, raw sockets, epoll, kqueue.

- Proficient in git and other version control system
- Requirements, software architecture, design, coding, integration and testing
- Experience with Functional and Unit testing
- MySQL, SQLite, CoreData
- Agile process and Methodology
- Git (Github, Bitbucket)

Education

2010 - Master Degree in Computer Science, Odessa State Academy of Refrigeration(now IRCE), Department of Computer Science.

iOS Projects

- [Jamster Stars](#)
- [Plucker](#)
- [Dogliani](#)
- [Ghost Camera](#)
- [Sheego](#)
- [StatusON](#)
- [Mamba](#)
- [StockUp](#)