

Denis Cherny, Mobile Developer

Batumi, Georgia | mentevali@gmail.com | linkedin.com/in/denis-cherny-orme | github.com/mentevalidus

INTRODUCTION

Passionate mobile developer skilled in iOS and Android platforms with a focus on delivering high-quality products and exceptional user experiences. Adaptable in selecting tools and technologies and always ready to learn new skills to ensure the best results.

TECHNICAL SKILLS

Languages: Swift, Objective-C, Kotlin, Java, JavaScript, Python, C#, C++, SQL (SQLite)

Platforms: native(iOS, Android), React Native

Frameworks - iOS: SwiftUI, UIKit, Combine, async/await, CoreData, CoreLocation, CoreBluetooth, CryptoKit, UserDefaults, Keychain, XCTest, Snapshot Testing, Mapbox, SnapKit, Stevia

Frameworks - Android: Jetpack Compose, UI Layouts, Kotlin Coroutines, RxKotlin, Jetpack Room, SQLiteOpenHelper, OkHttp, JUnit, Media API

Developer Tools: Git, Azure, Xcode, Android Studio, VS Code, Github Actions, Bitrise, Postman, Docker

EXPERIENCE

iOS Developer - contract

Nov. 2022 – Feb. 2023

ZF Group

Germany

- Demonstrated strong problem-solving skills by addressing issues and implementing effective solutions
- Identified weaknesses in the app and implemented improvements to enhance user experience
- Collaborated effectively with product owner to implement changes and achieve project objectives

Mobile Developer(iOS/Android)

Dec. 2019 – Nov. 2022

Storytelling Software

Taganrog, Russian Federation

- Effectively led team of two Android developers to ensure timely delivery of high-quality work
- Took over struggling Android project and successfully turned it around
- Revamped legacy Android project structure, boosting team productivity and working speed
- Acquired early knowledge of SwiftUI, facilitating its adoption ahead of competitors
- Led educational lessons on SwiftUI to promote its adoption in other company projects
- Developed an innovative eXpenso Android app using cutting-edge technologies
- Streamlined internship program with new educational plan, reducing duration from 9 to 2 months
- Mentored interns, resulting in two new specialists added to the team

PROJECTS

Lity | *Swift, SwiftUI, async/await, Combine, CoreLocation, CryptoKit, Azure*

Nov. 2022 – Feb. 2023

- Reduced run-time crashes by reworking DI for compile safety
- Improved overall app performance by fixing SwiftUI redraw cycles
- Simplified app debugging for QA with ride replay feature

Sound Oasis | *Kotlin, Java, Jetpack Compose, Coroutines, Hilt, Room, Media, Notifications*

June 2022 – Nov. 2022

- Increased dev team speed by conducting massive refactoring of legacy codebase
- Led successful app reviews on Play Market for high ratings and positive user feedback
- Improved Media Player stability on Android devices from various manufacturers for a better user experience
- Introduced unit testing to improve app stability and reliability
- Simplified User Stories into smaller tasks for new juniors to join the project more easily

eXpenso | *Kotlin, Jetpack Compose, Coroutines, Hilt, Room, Notifications, Widgets*

Jan. 2022 – June 2022

- Adopted Jetpack Compose in the early stages of the project, accelerating app development
- Implemented widgets that were consistent with the existing iOS app, enhancing the user experience

Nexar | *Swift, Objective-C, UIKit, SnapKit, CoreLocation, CoreBluetooth*

Apr. 2021 – Dec. 2021

- Led planning of Uber integration as new app functionality
- Integrated Uber and refactored Onboarding module with a team
- Lowered regression risk with unit and integration tests for critical modules
- Interfaced hardware camera via Bluetooth and WiFi, showcasing hardware-software integration expertise

eXpenso | *Swift, SwiftUI, UIKit, CoreData, Keychain, Notifications* Nov. 2020 – Apr. 2021

- Achieved smoother user experience by leveraging SwiftUI animation difficulties on complex UI
- Identified layout inconsistencies and leveraged SwiftUI layout difficulties to achieve pixel-perfect interfaces
- Quickly developed Passcode lock feature for inclusion in initial release

Freebie | *Swift, UIKit, Storyboards, SnapKit* June 2020 – Nov. 2020

- Identified Storyboard layout issues and used code-based layout for precise control
- Collaborated closely with back-end team during development

Eden | *Swift, UIKit, Storyboard* May 2020 – June 2020

EDUCATION

Southern Federal University Taganrog, Russian Federation
Bachelor of Computer Science Sep. 2016 – July 2020