

# Denis Cherny, Mobile Developer

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## SUMMARY

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Experienced mobile developer with a passion for delivering exceptional user experiences. Skilled in iOS and Android platforms, with 5 years of development experience. Adaptable in selecting tools and technologies, and committed to learning new skills to deliver high-quality products.

## TECHNICAL SKILLS

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**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

**Best practices:** SOLID, KISS, YAGNI, TDD, and Clean Architecture

**UI architectures:** MVC, MVP, MVVM, MVVM+C, and VIPER

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

## EXPERIENCE

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### Mobile Developer(iOS/Android)

Dec. 2019 – Feb. 2023

*Storytelling Software*

*Taganrog, Russian Federation*

- Effectively led team of two developers to ensure timely delivery of high-quality work
- Took over struggling project and successfully turned it around within a month
- Revamped legacy Android project structure, boosting team productivity and working speed by 10 story points
- Acquired early knowledge of SwiftUI, facilitating its adoption ahead of competitors
- Streamlined internship program with new educational plan, reducing duration from 9 to 2 months
- Mentored interns, resulting in 2 new specialists added to the team

## PROJECTS

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

Nov. 2022 – Feb. 2023

- Reduced run-time crashes to minimum 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
- Successfully launched 5 app variations on Play Market after leading the review process
- Improved Media Player stability on Android devices from various manufacturers for a better user experience
- Simplified User Stories into smaller tasks for new juniors to join the project more easily

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

Apr. 2021 – Dec. 2021

- 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

## EDUCATION

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**Southern Federal University**

*Bachelor of Computer Science*

Taganrog, Russian Federation

*Sep. 2016 – July 2020*