Sergei Merenkov

Software Engineer

 Europe (Poland, United Kingdom, Ukraine)

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I love building innovative applications using cutting-edge technologies. I enjoy experimenting with design patterns, researching software architecture and investigating usability issues on mobile applications.

I am proficient with Objective-C, Cocoa-touch (iOS SDK) to design & develop media and business projects for the iPhone or iPad.

Summary

Languages of programming
   Objective-C, Swift (2.*, 3.0), SQL
Platforms
   iOS, OS X, *nix like
Specialties
   MVC, iOS SDK 3 and above, Cocoa touch, JSON

Experience

Senior iOS Developer at Symphony Solutions
Gala Coral Group Ltd
MAY 2016 - NOW

Project
   Coral Connect
Link to WebApp
   Example mobile app
Description
   Under NDA
Technologies
   Swift 3, watchOS 3, WebKit, REST API, JSON, Cocoapods

Senior iOS Developer at Luxoft Poland, Kraków, Poland
UBS
JUNE 2015 - APRIL 2016

Projects:
   Funds, Locator, Navigator and etc.
Link to Appstore
   UBS AG Applications
Description

We are wrote and support a few applications for UBS Wealth Management (Some of them under NDA)

New technologies
iOS 9, watchOS 2, Cordova, Universal app development.

Navionics SpA.
AUGUST 2014 - MAY 2015

Project
Boating

Description
The Most Widely Used Boating App! With this app you get the same award-winning detailed charts as GPS plotters because it provides the fully-comprehensive, all-in-one Navionics+ package

Link to Appstore
Navionics Applications

Technologies
MapKit, REST API, C++(universal map library)

Mobile Architect / iOS Developer at Swivl (swivl.com)
JULY 2013-JULY 2014

Project
Swivl Capture

Description
The robotic platform for learning.

Technologies
Amazon S3, REST API, JSON, AFNetworking, Cocoapods

Senior iOS Developer at R&R Music (tunehog.com), Kyiv, Ukraine
OCTOBER 2012 - JULY 2013

Project
Discovery music

Description
Search new music from the past, present and future with yours prefer music

Technologies
REST API, JSON, AFNetworking, Cocoapods

Senior software engineer / CTO at Appmania (www.appmania.ua), Kyiv, Ukraine
FEBRUARY 2010 - JULY 2012

Creation of the technical department. Managing developers and QA. Architecting games logic. Writing AI for first iOS mobile shooter game (on Appstore). Analysis of the technology on market Apple iOS and OS X. Introduction JIRA infrastructure to the process of development and QA.

Projects
http://itunes.apple.com/ru/app/demolition-master-project/id351128966?mt=8
http://itunes.apple.com/ru/app/farm-it!/id388193998?mt=8
http://itunes.apple.com/ru/app/razrusitel-zdanij-3d/id454433701?mt=8
http://itunes.apple.com/ru/app/cats-inc./id403547508?mt=8

Description
iPad Apps and games development
debugging and application optimization, multithread development.

Technologies
Objective-C, JSON, Cocoa, Cocoa Touch, SQL, CoreData.

CTO (Co-founder) at SoftGames Ukraine (www.softgames.biz), Kyiv, Ukraine

JANUARY 2010 - OCTOBER 2012

Main project
Unarchiver for iOS
Description
iOS application for unarchiving zip and rar archives
Technologies
Unrar4iOS, iOS Documents Framework

Lead Developer at Kvazar-Micro, Kyiv, Ukraine

OCTOBER 2007 – FEBRUARY 2010

Description
Create, update, and maintain corporate database.
Coordinate with customers and programmers for major changes in the logic of business processes.
Provide technical support for usability issues and critical data base problems, as needed.
Technologies
1C:built-in language, Transact- SQL, Perl, and PL/SQL

Interests

UI/UX
User Experience Design, Graphic Design

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