



Sergei Merenkov

Software Engineer

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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, SQL, C++

Platforms

iOS, OS X, *nix like

Specialties

MVC, iOS SDK 3 and above, Cocoa touch, JSON

Experience

Senior Blockchain Developer at Unstoppable Domains

AUG 2020 - DEC 2021

Developing new decentralized internet**Technologies**

Typescript, Swift, Solidity, postgres, Express JS, EVM

Team Lead iOS Developer at Lohika, Kyiv, Ukraine

JAN 2019 - JAN 2020

Project

Insponetwork

Link to WebApp

[Inspo app](#)

Description

Inspo is a new app showcasing lifestyle content and shoppable experiences from the world's expert creators. Inspo brings personalization, discovery, and inspiration to fans in a clutter-free, experience. In one place fans curate channels based on the creators and categories they've selected, and can easily browse and buy products that catch their eye.

Senior iOS Developer at BASQUARE, Lviv, Ukraine

MAY 2018 - DEC 2018

Project

Obscured due to NDA

Description

Mobile app, designed for assistance in health diagnostics, using IoT devices and BLE communication

Technologies

Objective-C, Bluetooth LE

iOS Developer, Lviv, Ukraine

SEPTEMBER 2017 - APRIL 2018

Megalist**Projects:**

Megalist mobile app

Description

Our mission is to set people free by giving them a choice of where and when to work, helping them be more flexible so they can do more with their lives.

Technologies

Swift 4, REST API, JSON, Cocoapods

Livegenic**Project**

Livegenic mobile apps

Description

"Livegenic provides an award-winning video collaboration and claims management platform for insurance, along with a full suite of custom product development solutions."

Technologies

Objective-C, REST API, WebRTC, Cocoapods

nCrypted Cloud**Project**

nCrypted Cloud app

Description

Securely share sensitive files with your team, contractors, clients, & vendors Protect and share your files in seconds from your existing cloud provider on any device. Track & control access to your files even after you've hit Send.

Technologies

Objective-C, REST API, Google Docs API, Dropbox API, Box.net API, and much more.

Senior iOS Developer at Symphony Solutions

Gala Coral Group Ltd

MAY 2016 - JULY 2017

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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