



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 (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-zdaniy-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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