Roman Resenchuk

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Summary

Software engineer, IT entrepreneur, manager.

Currently I'm engaged in developing software for iOS applications.

I can coordinate teamwork to develop high-quality projects, advise the client and the team, or take the project as an independent work.

Working with me, you'll get:

- responsible attitude;

- understanding and politeness in communication through the workflow;

- efficiency and compliance;

My hobbies are computers, information technologies, cars, motorcycles, traveling and exploration.

Experience

iOS Developer
ONDOC

Mar 2022 - Present (4 months +)

Software Engineer, IT entrepreneur, Manager
Self-Employed

Jul 2021 - Mar 2022 (9 months)

During this time I was engaged in the development of my own projects, working with designers, marketing partners, promotion in the AppStore, investing my money in business. Also, I was actively studying and catching up on lost knowledge in programming with the latest technologies, learned SwiftUI - released an application developed from scratch on it. Released several applications to the AppStore with subscription monetization.

Projects:

- iOS App "MathBrain - Math Games" https://apple.co/3D4IDX6

- iOS App "MyNovel: Novels & Stories" https://apple.co/3a49jg1

- iOS App "Brain Gym"

- iOS App "2FA Authenticator"

- iOS App "ConnectSpeaker"

iOS Developer
Tapcentive, Inc.

Jun 2019 - Jul 2021 (2 years 2 months)

I have worked with NFC and Chip card related applications. Participated in the development of the project as part of a professional and talented team. My responsibilities included developing an iOS app from scratch to release and supporting.

- iOS app "Smart Chip Gaming" (Private AppStore distribution)

Tablet Gaming engine in NFC chip card. App combine the card with an iPad tablet to create the ultimate low cost, high reliability, high security on-property gaming device. Project scope of use is offline casino halls, cruise ships.
- iOS app "SmartScratch Helper" https://apple.co/30MXDX0
Instant Ticket Gaming. It's a NFC chip card with instant tickets securely stored in the chip. Purchase the card and then tap it with your phone to experience digital fun and find out what you've won.

iOS Developer
Katalyst
Jun 2018 - Jan 2020 (1 year 8 months)
Development software in a team, support and launch unique product in Live for a POS terminal in the cloud in the role of using an iPad application to help manage restaurant.
In colaboration with other developers, we developed an iPad application and create a module for working with external hardware devices.
- iOS app "Katalyst Point of Sale"

iOS Developer
Flyp
Mar 2017 - Aug 2019 (2 years 6 months)
Develop and support three iOS applications. Supporting stability and adding new features to the application. Development of a new white-label applications based on the core product.
- iOS app "Flyp"
- iOS app "Solo"
- iOS app "Flex"

Software Engineer, Designer, Manager.
Self-Employed
Nov 2015 - Mar 2017 (1 year 5 months)
Software development: Mobile, iOS, Android applications, UI UX design, developing own projects, preparation of technical documentation, project management.
- Several iOS Applications software development (Objective C, Swift)
- Mobile products management, consulting
Projects:
- iOS app "AUTO.rent":
- iOS app "tip n trip"
- iOS app "Progressio"
- iOS app "Zones"
- iOS app "Star Way Horoscopes" Development from scratch and work on technical management UI / UX, API, Android
- iOS app "Map of gas stations"
- iOS app "Sockets offline map" Hit the top paid apps in the category, have published popular Russian Internet edition (vc.ru, macdigger, iphones.ru)
- Many other start-ups of unreleased iOS apps.

iOS Developer
Tinkoff

Aug 2015 - Nov 2015 (4 months)
Developing and support iOS application for payment road traffic fines. The application is part of the ecosystem of one of the largest banks in Russia.
- iOS app "Traffic fines GIBDD"

iOS Team Lead
Technopoisk, LLC
Nov 2014 - Aug 2015 (10 months)
Project for smart home control Ready For Sky (R4S).
Work in a team to support and develop new iOS app features. Architectural fixes and improvements directed towards scalability and enhance the prestige of the project. Wiki-documentation. Coordination of work teams. Got a lot of work experience in Agile methodology/Scrum, GitFlow, DevOps.
- iOS app ReadyForSky

iOS Developer
Легион
Jul 2013 - Sep 2014 (1 year 3 months)
Independent development of four applications from scratch and support, negotiation with agency clients, management and coordination of technical issues, working with the development team (programmers, UI/UX designers, QA engineers), bug tracking systems, development of new startup project. My first experience of remote full-time work with constant communication.
- iOS app Bileter.ru
- iOS app Vkino.ru (Cinemates)
- iOS app Algeron
- iOS app Vmeste

Dotnet Developer
FRESHOFFICE
Nov 2011 - May 2013 (1 year 7 months)
Participation in the development web site, client web application services and first version of iOS application FreshOffice CRM

Web Developer
Self-Employed
Jun 2009 - Nov 2011 (2 years 6 months)
Web applications, websites and services, developing own projects.
- Web-Sites
- Server REST API
- Web-Applications, Databases
- Game/Entertainment app for Social Networks (Facebook, VK iframe)

Education

ITMO University
Bachelor's degree, Information Technology
Sep 2009 - May 2014

Skills

Software Development • iOS • iOS Development • UI/UX • Mobile Applications • IT • Mobile Devices • Android • REST API • Swift (Programming Language)