

Roman Resenchuk

iOS Software development engineer, IT entrepreneur, manager.

Contacts

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Summary

Currently I'm engaged in developing software for mobile devices (mostly iOS apps).

I'm able to coordinate team work to develop high-quality projects, consult the client and colleagues or take the project into independent work.

Working with me, you'll get:

- responsible attitude;
- understanding and politeness in communication through the workflow;
- efficiency and compliance;

Experience



Self-employed

August 2021 - March 2022

<https://resrom.com>

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

- iOS App "MathBrain - Math Games" <https://apple.co/3D4IDX6>
- iOS App "Brain Gym"
- iOS App "2FA Authenticator"
- iOS App "ConnectSpeaker"



iOS Software Engineer at Tapcentive

June 2019 - July 2021

<https://tapcentive.com>

I have worked with NFC and Chip card related applications. I have participated in the development of the project as a part of the professional and talented team. My responsibilities include iOS app development from scratch to release and further support.

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

Tablet Gaming engine in NFC chip card. App combines the card with an iPad tablet to create the ultimate low cost, highly reliable and secure on-property gaming device. Project scope of use is offline casino halls and cruise ships.

- iOS app "**SmartScratch Helper**" <https://apple.co/30MXDX0>

Instant Ticket Gaming. It's an 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 Software Engineer at **Katalyst**

June 2018 - January 2020

<https://katalystos.com>

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 restaurants.

In collaboration with other Software Engineers, we have developed an iPad application and created a module for working with external hardware devices.

- iOS app “**Katalyst Point of Sale**” <https://apple.co/3aq0uJa>



iOS Software Engineer at **Flyp, Inc**

April 2017 - August 2019



<https://getflyp.com>

Develop and support three iOS applications. Supporting stability and adding new features to the application. Development of new white-label applications based on the core product.

- iOS app “**Flyp**” <https://apple.co/2XG7gHc>

- iOS app “**Solo**”

- iOS app “**Flex**”



Self-employed

December 2015 – March 2017

<https://resrom.com>

Software development: Mobile, iOS, Android applications, UI UX design, developing my 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**”: <http://apple.co/2AiNaH6>

- 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.



Senior iOS Software Engineer at **Tinkoff Bank**

August 2015 - November 2015

<https://www.tinkoff.ru>

Developing and support iOS application for payment traffic fines in Russia.

- iOS app “**Штрафы ГИБДД**”

<http://apple.co/2IXwMos>



Lead iOS Software Engineer at **Ready For Sky (REDMOND)**

November 2014 - August 2015

<https://readyforsky.com>

A 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 enhancing 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** <http://apple.co/1br1jCc>



iOS Software Engineer at **Legion Digital Agency**

July 2013 - September 2014

Independent development of four applications from scratch and further support, negotiation with the 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 projects.

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**



Web Software Engineer, iOS Software Engineer at **FreshOffice** | Saint-Petersburg, Russia

November 2011 - May 2013

<https://www.freshoffice.digital>

Participation in the website development, web client application services and first version of iOS application **FreshOffice CRM**



Self Employed

June 2009 - November 2011

Web applications, websites and services, developing my own projects.

- Web-Sites
- Server REST API
- Web-Applications, Databases
- Game/Entertainment app for Social Networks (Facebook, VK iframe)

Languages

English, Russian, Ukrainian

Hobbies

Information technologies, computers, cars, motorcycles, finances, cryptocurrency, traveling and exploration.