

# Russell Dzhafarov

macOS & iOS Software Engineer

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Portfolio: <https://russelldzhafarov.github.io>

Linkedin: <https://www.linkedin.com/in/russelldzhafarov>

Github: <https://github.com/russelldzhafarov>

Date of birthday: 31.08.1986

## SKILLS

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Swift, Objective-C, macOS, iOS, AppStore, Xcode, AppKit, UIKit, Auto Layout, Cocoa, SwiftUI, Foundation, Combine, GCD, Multithreading, CoreGraphics, AVFoundation, Accessibility, CI/CD, Git, Jira, Jenkins.

## PROFESSIONAL EXPERIENCE

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| Aug 2020 - Present,<br>1 year 3 months   | <b>Upwork, Inc</b> (Remote)<br><b>Senior macOS Software Engineer</b><br><br>Freelancing on Upwork. Developing audio, video and graphics-editing software for content creators.<br>Blogging about Swift development.<br>Check out my works on my website - <a href="https://russelldzhafarov.github.io">https://russelldzhafarov.github.io</a>  |
| Mar 2015 - Aug 2020,<br>5 years 6 months | <b>Sympli, LLC</b> (Washington, USA)<br><b>Middle macOS Software Engineer</b><br><br>Was working on 'Versions' macOS-app, full-featured git-based version-control system for designers, including visual diff inspector, merge branches support, switching between revisions and etc.<br><br>Was working on the 'Sympli' plugin for Xcode IDE, which helps developers import assets, colors, fonts and inspect designs uploaded with Sketch, Figma, Adobe XD or Photoshop from Xcode.<br><br>Was working on the 'Sympli' plugin for Sketch app, which automatically turns Sketch mockups into assets and specs providing design references for mobile, web, and desktop applications for developers. |
| Sep 2014 - Mar 2015,<br>7 months         | <b>Innosoft, LLC</b> (Naberezhnye Chelny, Russia)<br><b>Junior iOS Software Engineer</b><br><br>Was working on few iOS apps for different customers.   |

## EDUCATION

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| 2008 - 2013 | <b>Kama State Academy of Engineering and Economics</b> (Naberezhnye Chelny, Russia)<br>Bachelor's degree, Engineering |
| 2004 - 2005 | <b>Kama State Polytechnical Institute</b> (Naberezhnye Chelny, Russia)<br>Information Technology                      |

## PUBLIC SPEAKING

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- Cocoa Heads by Yandex** (11 Dec 2015 • Moscow, Russia)  
Was speaking about developing plugins for Xcode.

## AWARDS

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- 1st place in Hack Day # 42** (29 Apr - 1 May 2016 • Innopolis, Russia)  
Together with my teammates we developed an iOS app for authorization on websites using a QR code.
- 1st place in Angel Hack** (2 Apr - 3 Apr 2016 • Innopolis, Russia)  
Together with my teammates we developed a plugin for Xcode and Android Studio to display a graph of source code dependencies.
- 1st place in Hack Day # 35** (12 Dec - 14 Dec 2014 • Naberezhnye Chelny, Russia)  
Together with my teammates we developed an iOS app to track personal efficiency.

## LANGUAGES

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**English** (Intermediate), **Russian** (Native)