

Russell Dzhafarov

macOS & iOS Software Engineer

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Date of birthday: 31.08.1986

Location: Bali, Indonesia

KEYWORDS

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

PROFESSIONAL EXPERIENCE

Aug 2020 - Present	Indie macOS Developer	Developing audio, video and graphics-editing software for content creators. Blogging about Swift development.
Mar 2015 - Aug 2020, 5 years 5 months	Sympli, LLC (Washington, USA) macOS Software Engineer	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. 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. 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, 7 months	Innosoft, LLC (Naberezhnye Chelny, Russia) iOS Software Engineer	Was working on few iOS apps for different customers.

PUBLIC SPEAKING

Cocoa Heads by Yandex - Moscow, 11 Dec 2015. Was speaking about developing plugins for Xcode.

AWARDS

- 1st place in Hack Day # 42 - Innopolis, 29 Apr - 1 May 2016
- 1st place in Angel Hack - Innopolis, 2 Apr - 3 Apr 2016
- 1st place in Hack Day # 35 - Naberezhnye Chelny, 12 Dec - 14 Dec 2014

EDUCATION

2008 - 2013	Kama State Academy of Engineering and Economics Bachelor's degree, Engineering
2004 - 2005	Kama State Polytechnical Institute Computer Science

LANGUAGES

English	Russian
Intermediate	Native