Alexander Sergeev

25 years old
Sex: male
Status: single

Contacts

Email: me@alxsrg.com

Skype: mr_alx87

LinkedIn: http://ru.linkedin.com/pub/alexander-sergeev/27/302/b21

Facebook: http://www.facebook.com/alxsrg

Desired position

iOS developer

Education

National University of Science and Technology "MISIS" (http://en.misis.ru/)
Graduated in 2009
Specialization: automation
Degree: master of science

Skills

Strong OOP, C/C++/Objective-C++ skills.

Good knowledge of Apple UI Guidelines.

Development for POSIX environment.
C/C++/Objective-C. Network application programming. Databases (MySQL, Postgres), security (openssl, secured network connections, encryption, digital signatures). STL, POSIX threads, concurrent programming.

iOS: Core Data, UIKit, CoreGraphics, concurrent programming, Google Toolbox For Mac. Google Analytics, Flurry. Experience of building interfaces with and without InterfaceBuilder usage.

Product management, design of interaction, product analysis (including Google analytics tools).

Concurrent versions systems: git, svn.

Bug tracking and task management systems: Jira.

Languages:

Russian — native
English — enough for interview
French — can read literature

Experience

July 2008 — till now
SUP Media (Moscow, www.sup.com/en/) — Information technology/system integration
UNIX C++ Developer/iOS Developer

Back-end developer in livejournal.com and championat.com projects. UNIX, C++, SQL databases, sphinx search engine, UNIX deamons, highload.
Developer of Livejournal iPhone/iPad client application
(http://itunes.apple.com/en/app/livejournal/id383091547?mt=8)
Participant of different iOS application projects in my free time
(http://itunes.apple.com/en/app/talerka/id484985988?mt=8)
Product management, design of interaction, product analysis (including Google analytics tools).

January 2007 — June 2008
Electropay (Moscow) — Banks/Loans / Investments / Leasing
UNIX C++ Developer
Electropay was a small company that developed hardware and software for payment processing.

That sounds wired a bit in the age of credit cards, but in Russia the easiest way to pay mobile phone bills is to find the "payment box" - steel box with PC, touchscreen and a currency detector. You should type a phone number and insert banknotes into the detector. The PC inside the box connects with the server that proceed payment.

I developed a C++ software for payment processing and modules for it (server-side). The main goal of the project was to create a Unix application that takes payments data from database and push it to recipients in a multi-thread way. Large amount of recipients protocols (from XML via HTTPS to binary protocols with raw sockets) is handled by modules - small loadable libraries (so) that implement particular recipient protocol. The goal completed, more than 20 protocol modules written. I'm sure that my server is still working somewhere and proceeding payments.