

Eugene Tulushev

iOS Developer

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Education

2011 **Specialist in Software Engineering**, Zaporizhzhya State Engineering Academy, Ukraine

Took evening postgraduate education degree in parallel with following:

2011 **Specialist in Electronics**, Zaporizhzhya State Engineering Academy, Ukraine

Took 1st and 2nd places in different categories in Ukrainian XI open student olympiad of application programming and microprocessor systems in Kyiv

Skills

Core	C, Objective-C, OOP, iOS SDK 4.3 – 7.x, Xcode, Instruments, ARC, GCD, KVC, KVO, State Restoration, Localization, Remote Notifications, Gesture Recognizers, Multiple Display Programming, Blocks, Coding guidelines, HIG
Frameworks	Multipeer Connectivity, CoreLocation, MapKit, MessageUI, AddressBook, Cocoa Scripting Bridge
Testing	TDD, BDD, CI, Bots, UIAutomation, Kiwi
Debugging	CLANG Debugger, Static Analyzer, Instruments, Breakpoints (Exception, Symbolic), PonyDebugger
Distribution	OTA ad-hoc publishing, TestFlight, Provisioning Portal, iTunes Connect
Interface	UIKit Dynamics, TextKit, CoreAnimation, CoreGraphics, UIAppearance, Storyboards, Autolayout
Tools	git, SVN, CocoaPods, AFNetworking, RestKit, ReactiveCocoa, Injection for Xcode, Megaplan, Basecamp, Jira, ActiveCollab
Network	HTTP/S, JSON, REST API Design, OAuth, XML
Games	Cocos2D for iPhone, Kobold2D, SpriteKit, Particle System
Patterns	MVC, Two-Stage Creation, Category, Anonymous Type, Delayed Perform, Accessors, Archiving & Unarchiving, Copying, Singleton, Delegates, Notifications, Hierarchies, Class Clusters, Bundles, Outlets Targets Actions, Facade, Managers, Controllers

Experience

03.13–present **iOS Developer**, *2Nova Interactive*, Saint Petersburg, Russian Federation
iOS Product Development for large brands and startups

Initiatives:

- Declared guidelines and specifications for designers who provide graphics for iOS platform
- Introduced TDD, BDD, CI into development process
- Enforced Objective-C coding conventions

Projects:

- **MegaFon Faces of Olympiad Sochi 2014** (ongoing) iOS 7.0 — 7.1.x
 - Full project development of 6 interconnected iPad transmitter-receiver system for Sochi 2014 installation

Learned: TextKit, Multipeer Connectivity, Multiple Display Programming, UIKit Dynamics, Bots, Cocoa Scripting Bridge, AFNetworking 2.0

- **Puntr** iOS 6.0 – 7.0
 - Full project development from ground up
 - Designed REST API for client-server communication

Learned: REST API Design, TDD, Kiwi, BDD, UI Automation, State Restoration, KVC, KVO, ReactiveCocoa, CI, CocoaSecurity, GPUImage, Un crustify, Localization, CGGeometry

- **Giftboard** iOS 6.0
 - Full project development from ground up through 3 complete rewrites and iterations of core app idea

Learned: AddressBook, CoreGraphics, CoreAnimation, CollectionView, UIAppearance, Push & Local Notifications, Blocks, JSON, AFNetworking, RestKit, PonyDebugger

07.12–01.13 **iOS Game Developer**, *Prima Development Group*, Zaporizhzhya, Ukraine
iOS 2D game development for foreign clients

Initiatives:

- Created unified team coding guidelines for iOS
- Developed tools to simplify development process
- Introduced the practice of dependency management with CocoaPods

Projects:

- **House that Jack built** iOS 4.3 – 6.0
 - Created interactive (touch gestures) pages with animation
 - Developed interactive book engine
 - Created tools for pixel perfect placement, connections and animations of client graphics
 - Streamlined development process from client graphics to working demo

Learned: CocoaPods, Gesture Recognizers, Injection for Xcode, Particle system

- 2D parallax scrolling platformer for iPhone & iPad iOS 5.0 – 6.0
 - Involved in full product life cycle from design to development

Learned: Kobold2D, OTA ad-hoc publishing, TestFlight, Finite-state machines, Accelerometer

- **Moon Skater** iOS 4.3 – 6.0
 - Developed main screen of in-game item shop
 - Developed relative sprite positioning system
 - Managed publishing in AppStore

Learned: Cocos2D for iPhone, SVN, iTunesConnect

- Cross-platform account planner iOS 4.3 – 6.0
 - Cleaned and upgraded the project from ground up
 - Maintained the project for web team
 - Updated and patched Cordova plugins

Learned: Cordova

05.12–07.12 **iOS Developer**, *Dev iQ*, Kyiv, Ukraine
iOS Development for domestic clients

Projects:

- In-house application **Premier Holiday Club** for iPad iOS 5.0
 - Designed and programmed new Tab Bar section
 - Tested and debugged for performance optimisation

Learned: git, Instruments, Megaplan, Jira

Languages

English **Professional working proficiency**
Russian **Native or bilingual proficiency**