

# Eugene Tulushev

iOS Developer

Zaporizhia

+380 (68) 419 17 15

eugene@tulushev.com

## Education

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

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

## Skills

Core	Objective-C, Swift, OOP, iOS SDK, Xcode, Instruments, ARC, GCD, KVC, KVO, State Restoration, Localization, Remote Notifications, Gesture Recognizers, Multiple Display Programming
Interface	Storyboards, Autolayout, CoreGraphics, CoreAnimation, UIKit Dynamics, TextKit, UIAppearance
Frameworks	Multipeer Connectivity, CoreLocation, CoreMotion, ARKit, MapKit, MessageUI, AddressBook
Distribution	App Store, TestFlight, Provisioning Portal, iTunes Connect
Testing	TDD, BDD, CI, Bots, UIAutomation
Debugging	CLANG Debugger, Static Analyzer, Instruments, Breakpoints (Exception, Symbolic), Logging
Tools	git, CocoaPods, fastlane, Injection
Network	REST API Design, HTTP/S, JSON, OAuth
Architecture	MVC, MVVM, VIPER

## Experience

10.14–**iOS Developer**, *Freelance*, Zaporizhia, Ukraine

Present iOS Application Development for companies and private clients

Notable Projects:

○ **Privet Augmented Reality**  iOS 7+

AR feature in online dating app

- Developed an app module and custom AR engine, showing augmented reality of users online
- Designed REST API

Used: CoreMotion, GPUImage, Mantle, AFNetworking, Bolts

○ **WAME**  iOS 9+

An app for searching convenient places for watching sports broadcasts

- Developed an app from the ground up and published it in the App Store
- Designed REST API

Used: CoreLocation, MapKit, Apiary, Swagger, Facebook SDK, VK SDK, Mantle

03.14–10.14 **iOS Developer**, *e-Legion* , Saint Petersburg, Russian Federation

iOS Application Development for large companies and private clients

Notable projects:

○ **Smarthouse Art** iOS 7+









A smart house integrated iPhone app using iBeacons to detect nearby paintings, showing various related information through beautifully animated UI

- Developed an app from scratch and integrated it in a smart house

Used: iBeacons, UICollectionView custom layout transition animations

○ **RaiffeisenBank Corporate**  iOS 8+

- Developed a few core screens

- 03.13–03.14 **iOS Developer**, *2Nova Interactive* , Saint Petersburg, Russian Federation  
iOS Application Development for large brands and startups  
Initiatives:
- o Established guidelines and specifications for designers who provide graphics for iOS developers
  - o Introduced TDD, BDD, CI into development process
- Notable projects:
- o *MegaFon Faces of Olympiad Sochi 2014*  iOS 7+  
8 iPads connected through Multipeer Connectivity framework, 4 act as receivers for scanning RF cards and displaying a name, which you can swipe to 4 projected scenes. Screens are controlled with Multiple Display Programming by another 4 iPads that fill names into TextKit generated sportsman faces with UIKit Dynamics animations (1:30 in the linked video)
    - Developed an app from the ground up including special console for administrators  
Used: TextKit, Multipeer Connectivity, Multiple Display Programming, UIKit Dynamics, Bots, Cocoa Scripting Bridge, AFNetworking
  - o *Giftboard*  iOS 6+  
Giving and receiving presents made easy
    - Developed an app from the ground up and published it in the App Store  
Used: AddressBook, CoreGraphics, CoreAnimation, UICollectionView, UIAppearance, Push & Local Notifications, Blocks, JSON, AFNetworking, RestKit, PonyDebugger
  - o *Puntr*  iOS 6+  
App for making bets on sports events
    - Developed an app from the ground up and published it in the App Store
    - Designed REST API  
Used: TDD, Kiwi, BDD, UI Automation, State Restoration, KVC, KVO, ReactiveCocoa, CI, CocoaSecurity, GPUImage
- 07.12–01.13 **iOS Game Developer**, *Prima Development Group* , Zaporizhzhya, Ukraine  
iOS 2D game development for foreign clients  
Initiatives:
- o Created unified team coding guidelines for iOS
  - o Developed tools to simplify development process
  - o Introduced the practice of dependency management with CocoaPods
- Notable projects:
- o *House that Jack built*  iOS 4.3+  
Interactive children's book for iPad
    - Created interactive (touch gestures) pages with animation
    - Developed interactive book engine  
Used: Cocos2D, Kobold2D, CocoaPods, Gesture Recognizers, Injection for Xcode, Particle systems
  - o *Moon Skater*  iOS 4.3+  
iOS 2D parallax platformer
    - Developed in-game item shop
    - Published in App Store  
Used: Cocos2D
- 05.12–07.12 **iOS Developer**, *Dev iQ* , Kyiv, Ukraine  
iOS Development for domestic clients

## Languages

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