





Igor Kharakhordin

Software Engineer

 Barnaul, Russia
 +7 (902) 144-98-05
 westracer1@gmail.com
 [westracer.github.io](https://github.com/westracer)

EXPERIENCE

Sibirix Scrum Studio, Barnaul — *Software Engineer*

June 2018 - June 2020

- Developed and maintained a cross-platform mobile application based on Flutter framework involving native platform features, including app widgets and sharing;
- Profiled a mobile app, further optimized, refactored and documented code;
- Responsible for publishing a mobile application and implementing server-side processing of auto-renewable subscriptions billing on Google Play and App Store;
- Designed and implemented a recognition algorithm for printed documents in a cross-platform mobile application using OpenCV, zxing (C++) and Tensorflow Lite;
- Implemented continuous development and integration using Gitlab CI/CD and fastlane;
- Worked on a desktop app (Electron, TypeScript React, Redux) and a server (TypeScript NestJS, TypeORM, protobuf, gRPC, Docker + Compose);
- Developed several ecommerce websites.

Alawar Stargaze, Barnaul — *Intern Unity Developer*

June 2017

- Participated in developing with Unity engine and porting a PC video game to mobile devices.

EDUCATION

Altai State Technical University, Barnaul — *Bachelor of Software Engineering*

September 2014 - July 2019

SKILLS

Languages

Dart, Java, Swift, TypeScript, JavaScript, C++, HTML/CSS

Platforms and frameworks

Flutter, React, Android, iOS, Node.js, Electron, JavaFX

Infrastructure

SQL (MySQL), NoSQL, Windows, macOS, Linux

Operations

Git (Github, Gitlab), Gitlab CI/CD, fastlane, Docker (and Compose)

Other

Object-Oriented, Reactive, Asynchronous Programming; Test-Driven Development, RESTful services, Jira, Agile

LANGUAGES

Russian — Native

English — Fluent

German — Beginner