

Email: yeswolf@gmail.com
Phone: +7 911 976 56 28
TG: [basic_87](#)

Job objectives

Management

- Business development & strategy
- Product management and marketing
- Team management and leadership

Engineering

- User experience
- IDE / developer tools
- Mobile OSes

Resume contents

- [Work history](#)
 - [JetBrains](#)
 - [e-legion](#)
 - [Goodwill LTD](#)
 - [Fotostrana](#)
 - [Axmor](#)
- [Education](#)
- [Public talks](#)
- [Conferences](#)
- [Materials and contributions](#)
- [Other interests](#)

Work history

[JetBrains](#)

Product marketing manager in [AppCode](#) team (October, 2015 - March, 2022)

I joined JetBrains in 2015 as a Product Marketing Manager in [AppCode](#) team. It was an interesting time when transition from Objective-C to Swift in iOS world had just started, and many challenges were faced. Some of major achievements during these 6 years:

- We continued to evolve the product even in the situation when:
 - a completely new language (Swift) appeared, so we needed to implement its support from scratch
 - to support it we needed to implement its direct interop with Objective-C
 - Swift itself evolved a lot and language changes were quite frequent.

The complexity and amount of work were close to creating the product from scratch again.

- I improved the first-time user experience as much as it was possible - starting from minor UX issues, migration from Xcode, “getting started” guides and up to implementing the [IDE Features Trainer plugin](#) part for iOS users and making important IDE features (building, testing, debuggin, code completion and navigation) available even before the indexing phase is finished.
- I re-thought conference activities: made a formalized framework for choosing particular events important for the product, that allowed to track the communication with event organizers, past decisions about participation, and event planning. Usually, we participated in 8-10 events throughout the year and their preparation in this or that form was my responsibility.

- I continuously built a communication with big companies developing IDE tools and iOS/macOS applications and iOS community leaders.
- I drove several important integrations, product directions and features:
 - Swift Package Manager support
 - The whole direction of Swift on Linux ([from - to](#)), [Swift on Windows](#) and Swift on Server ([CLion](#), [AppCode](#))
 - SourceKit integration (displaying errors/warnings/fix-its; completijn and navigation before the indexing is finished)
 - Database support in standard installers
 - [Code coverage](#) support
 - Popular frameworks support (Quick/Nimble)
 - Run/build/debug/test without indexing

We made the first and the best IDE for Swift on Linux and Windows in the form of the [Swift plugin](#) for [CLion](#).

- I created lots of release materials, tips, learning materials, and web help parts; covered important IDE areas with video materials (created mostly by myself maybe except the voice-over).
- I made the [G2HTML plugin](#) for converting Google Docs to clean HTML that allowed the marketing department to publish blog posts and other materials much faster.
- I drove several automatizations that allowed to reduce the amount of handwork during the IDE build publication.
- I created and improved the vision of [Kotlin Multiplatform Mobile plugin](#) for AppCode; about 4 years from idea to product with several proof-of-concept solutions.
- I formalized the feature parity between AppCode and IDEA and made a lot to reduce the difference.
- I've made a framework for creating and reusing graphics materials for blog posts and social networks for myself.

[e-legion](#)

Project manager (June 2014 — September 2015)

Managed several mobile banking products, including corporate versions.

Achievements:

- Two successfully finished projects
- Successfully published two major and two minor releases for one of these products
- Built a predictable process of the project delivery; improved communication between company divisions a lot
- Converted several projects in the state of crisis to the normal state
- Built a framework for working with enterprise banking customers

Made the world better and more predictable :)

Goodwill Ltd

Team-lead (mobile apps) (February 2013 — January 2014)

Managed iOS and Android mobile teams:

- Optimized team size, cut development costs in half.
- Created predictable development and test processes that allowed to implement product features much faster.
- Published company apps in Google Play and App Store.

- Made the product technical architecture better, participated in various product decisions.

Fotostrana

Product developer (Android appliction) (February 2012 — October 2012)

I've joined the team to drive the Android version of Fotostrana dating app and created the product from scratch. Some results:

- Top-50 in the “Social networks” category and top-10 results in the Google Play search in Russia
- I created a flexible billing system design for mobile payments (server-side architecture, landing pages constructor).
- I drove application design and prototyping, backend creation (API documentation, reusing existing company services for messaging), statistics system integration.
- I created the product architecture, analyzed the market, and promoted the product in Google Play and on the company website.

Axmor

Senior mobile developer and team lead (August 2007 — February 2012)

- Started as a QA and finished working as a senior developer with team lead responsibilities.
- Successfully finished 15+ mobile projects (Windows Mobile, Blackberry, iOS, Android). Developed Evernote for Blackberry for two years - created a full-featured mobile application from a simple web view wrapper.

Education

Novosibirsk State University, rankings:

- Ph.D. Computer Science: 2009 - 2011
- M.S. Computer Science: 2004 - 2009

Public talks

- [Thinking like and IDE](#)

Conferences

- 2019:
 - [#Pragma](#)
 - [try! Swift NYC](#)
 - [mDevCamp](#)
 - [Mobius](#)
 - [CodeMobile](#)
 - [iOSCon](#)
- 2018:
 - [iOSCon](#)
 - [Mobile Era](#)
 - [MBLT Dev](#)
 - [ServerSide.swift](#)
- 2017:
 - [#Pragma](#)
 - [ADC](#)
 - [NSSpain](#)
 - [MobiConf](#)
 - [MCE](#)

- iOSCon
- 2016:
 - Apps World London
 - [MobiConf](#)
 - [GDC Europe](#)
 - [mDevCamp](#)
 - [MCE](#)
 - [mdevcon](#)

Materials and contributions

- Blog posts:
 - [AppCode blog](#), October 2015 - March 2022
 - AppCode web help:
 - [Quick start guide](#)
 - [Migration guide](#)
 - [Habrahabr](#)
- Videos:
 - [Quick Start Guide](#) - created entirely by me except the voiceovering and script (script was based on the tutorial created by our techwriter and review by me).
 - [Create a SwiftUI application in AppCode](#) - same.
 - [Debugging in AppCode](#) - same.
 - [Getting started with Git in AppCode](#) - same.
 - [Testing in AppCode](#) - script was created by me, video was voice-overed by Phil Nash, mastered by me.
 - [Database support in AppCode](#) - feature video for conferences/blog, created entirely by me.
 - [Swift Package Manager support in CLion](#) - same.
 - [Server-side Swift in CLion](#) - same.

Various “What’s new” videos were created by me (AFAIR) and voice-overed by Phil Nash.
- IDE plugins / tools / features:
 - [IDE Features Trainer plugin](#) - contributed a lot to the language support architecture and initial DSL for lessons and made Swift part by myself.
 - [SwiftLint plugin](#) - created the initial version of the plugin and passed it to Alexander Babaev, who took the responsibility of supporting it.
 - [Semantic highlighting](#) for Swift.
 - SF fonts support for JetBrains Runtime
 - Reworked bundled AppCode editor color schemes
 - Reworked **Xcode** keymap bundled in AppCode

Other interests

- I develop embedded projects in my spare time. Current area of interests is music gear with RFs for transmitting real-time audio over the air.
- I enjoy riding my Ghost SE 1800 bike and playing my MusicMan Bongo 5.