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

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. Somes 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 responsbility 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.