



# Alexander Zubko

## Mobile & Web Apps Developer

<https://zubko.io>   
[alex@zubko.io](mailto:alex@zubko.io)   
+380 (96) 394-54-69   
Remote / Relocation   
[zubko.alexander](#)

**React / React Native:** TypeScript, JavaScript, Ramda, Redux, MobX, Redux Saga, (S)CSS, Styled Components, Interop with native code.

**iOS:** Objective-C, Swift, Xcode, Apple and 3rd party frameworks, Instruments, CocoaPods.

**Android:** Java, Kotlin, Android Studio, Gradle, Android Libraries.

**General:** Data structures and algorithms, Git, CI, FP, DRY, YAGNI, SOLID.

Related work experience:

### React TypeScript Developer / Mar'20 - Dec'20 / Coursera, USA & Bulgaria

Worked on a new functionality of the Coursera Web app as a part of Coursera Bulgaria. My main area was implementing accessibility requirements of WCAG standard. I was also working on adding new features, redesigning / modernizing the UI and improving the developer experience.

### React Native Team Lead / Mar'18 - Apr'19 / Agiliway, Ukraine

Made a configurable framework on top of React Native to be used to make apps which work with CiviCRM backend. Used this framework to build 2 apps for the company. Configured and fixed native libraries. Led a team of 2-4 mobile developers. Delivered first release in 2 months. Created modular and configurable architecture with a sharable common code between apps and an easy switch for developer to work on a certain one.

### React Native / iOS / Android Developer & Team Lead / Aug'11 - Present / Freelance

Worked with a number of clients from different countries on mobile apps using either native frameworks or React Native.

#### - React Native Developer / Aug'19 - Feb'20 / CouldBeUs, USA

Fixed and improved MVP of a dating app. Transitioned from Expo to Bare app to support features that required native code. Added new features. Worked on the simple backend that was running on Firebase storage with cloud functions.

#### - iOS React Native & Android Native Developer / Jul'17 - Dec'17 / Amila, Canada

Developed a Pregnancy tracker React Native iOS app and worked on the Native Android apps of the company. Advocated for starting to use Kotlin for the new code, which the company appreciated latter on.

#### - iOS Native Team Lead / May'15 - Dec'16 / Brownie Points, USA

Worked with a US based startup to make an app to help parents to motivate their kids to study math. The app had very smooth UX, optimistic and background communication with its backend everywhere where possible. All scrolling and screen switching was smooth and interesting to the eye. Parents and kids loved the app, we had 4.5 star rating in the AppStore. I also created various tools and scripts to help with the development. For example we had a tool to generate the initial data with which the users will get the app. There was a tool to eliminate unused images and another one to analyze not critical error reports that were sent from the app to our backend.

### iOS Native Developer / Feb'11 - Aug'11 / SoftServe, Ukraine

Developed 1 app in the team of 4 developers, 2 iOS / 2 Android devs. Worked on another iOS native app in a team of 3 developers for a big corporate client which was discontinued due to client's internal restructure.

Other work experience:

### C++ Windows Mobile, PC & Mac Game & App Developer / Aug'06 - Dec'10 / Kiev, Ukraine

Developed small scale Windows Mobile games and apps, 3 middle scale games for PC. 1 game was also for Mac. (Development cycle of 1 game was around 8-10 months). For the 3rd game I developed a script language which was a DSL suited best to code a level of point'n'click type of a casual game.

**Code:** <https://github.com/zubko> • <https://codesandbox.io/u/zubko> • <https://codepen.io/zubko>

**Languages (Max. 10):** English: 9 ■ Ukrainian: 10 ■ Russian: 10 ■ Portuguese: 6 ■ Spanish: 3

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