



Oleksandr Zubko

Senior iOS Developer with RN experience

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iOS: Swift, SwiftUI, Objective-C, UIKit, Xcode, Apple and 3rd party frameworks, Instruments, Fastlane.

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

Other: CI/CD, Amplitude, Grafana, Git, C++, Android Studio, Android app development.

General: Accessibility, Data structures and algorithms, FP, DRY, YAGNI, SOLID.

Chosen related work experience:

*Jun'23 - Present / **Senior Software Engineer** / Pet Media Group, Berlin*

Using React Native and React to work on team Monetization Mobile and Web features. React Native guild lead. Using my iOS and Android native skills to integrate libraries and write native code when it's needed or to configure the projects. Leading CI/CD configuration and improvements. Enabled over-the-air updates to make Mobile deploys work similar to Web ones.

*Aug'21 - Mar'22 / **Senior Frontend Developer** / Omio, Berlin*

Used React and React Native as a member of Personalization team to work on the features related to user authentication and user profile. Used my iOS native skills to contribute the parts which were not yet migrated to React Native. Participated actively in discussions about improvements of the company's frontend infrastructure which was shared between all teams.

*Mar'21 - Aug'21 / **React Native Team Lead** / Agiliway, Ukraine*

I've re-joined the company to help with more challenging tasks for the apps that I've made and for other mobile or web apps of the company. (Some tasks: Upgrading RN version, setting up CI/CD, performing code review, integrating audio streaming library, making an architecture for Web & React Native app with maximum shared code between the platforms)

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

Worked on a new functionality of the Coursera Labs 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.

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

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

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

Made a modular and configurable architecture with a sharable common code between apps which work with CiviCRM backend. Used this framework to build 2 apps for the company. Led a team of 2-4 mobile developers.

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

Developed a Pregnancy tracker React Native iOS app and worked on the Native Android apps of the company. Used native code when the performance requirements were high. For those native parts React Native was like a live-reloadable configuration layer.

*Dec'11 - Aug'12 / Apr'13 - Oct'15 / Aug'16 - Feb'17 / **iOS Native Team Lead** / 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 a very smooth UX, optimistic and background communication with the backend where possible. All scrolling and screen switching was smooth and interesting to the eye. Parents and kids loved our app, we had 4.5 star rating in the AppStore. I also created tools and scripts to help with the development (for generating the initial Core Data DB to use after install, eliminating unused images, helping analyzing reported errors etc).

Other work experience:

Aug'06 - Dec'10 / **C++ Windows Mobile, PC & Mac Game & App Developer** / 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 last game I developed a script language which was a DSL tailored to code a level and animations of point'n'click type of a casual game.

Code: <https://github.com/zubko>

Human languages: ENG: 9/10 ■ UKR: 10 ■ RUS: 10 ■ ESP: 7/10 ■ POR: 5/10 ■ GER: 3/10