Oleksandr Zubko
React Native & React Developer

https://zubko.io 🌐
alexander.zubko@gmail.com ✉
Germany 📍
+49(175)9999340 📞

React / React Native: TypeScript, JavaScript, Storybook, Jest, Detox, Redux, MobX, Redux Saga, (S)CSS, Styled Components, Browser APIs, Ramda, Interop with native code.
iOS: Objective-C, Swift, Xcode, Apple and 3rd party frameworks, Instruments, CocoaPods.
Android: Java, Kotlin, Android Studio, Gradle, Android libraries.
Other: CI/CD, Fastlane, Amplitude, Grafana, GraphQL, Firebase, Git, Modern C++, UI/UX design.
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, React and Node.js to work on team Monetization Mobile and Web features. React Native guild lead. Using my iOS and Android native skills when it's needed. Leading observability, E2E tests and CI/CD configuration. Enabled over-the-air updates to make Mobile deploys effortless and safe.

July'22 - May'23 / **Senior React Native Engineer** / Pet Media Group, Berlin
React Native "code owner". Supported the transition of React Native app from the agency to in-house. Fixed and improved the E2E tests suite. Improved CI/CD pipeline. Lead team of 2-3 React Native developers to build new features and decrease the code complexity. Helped to plan the transition of other native apps to React Native using the monorepo to share the code between the apps.

Aug'21 - Jun'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, making 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. Advocated for starting to use Kotlin for the new code, which the company appreciated latter on.

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).

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

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

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 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

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