



Alexander Zubko

Web and Mobile Apps Developer
with Node.js skills

<https://zubko.io>

alex@zubko.io

+380 (96) 394-54-69

Remote / Relocation

[zubko.alexander](#)

Goal: Develop great apps and products as a part of a great team.

Web: JavaScript, Flow, React, Emotion, Ramda, Redux, MobX, Redux Saga, Gatsby, HTML/CSS/JS, Jest, GraphQL, Node.js.

iOS: Objective-C, Swift, Xcode, Frameworks (UIKit, Core Graphics, Core Data, etc.), Instruments, CocoaPods, React Native.

Android: Java, Kotlin, Android Studio, Gradle, Android Libraries, React Native.

Algorithms: took part in the competitions in Informatics in school years. Winner of regional one.

General: Git, CI, FP, DRY, YAGNI, SOLID.

Related React experience:

React Native App Developer / 2017 - 2019 / Full-time & Freelance

Used JavaScript, Flow, React, Redux etc to make 3 React Native projects of various complexity. 5 apps in total. The last project lasted 1 year, and I made a flexible architecture on top of React Native / Redux / Redux Saga to support parallel development of 2 distinct apps with similar features. The differences between apps were configured by the help of JS based configs. So the behavior was also configurable where it was needed. I also helped junior developers to get on track with the project or to resolve some issues and I did code reviews. Some tasks were outside of the scope of a regular JS / React development, like setting up and fixing the native libraries or parsing the localization code with the help of Babel to make a report for the translators.

zubko.io and other personal React projects / 2017 - Present

Used Gatsby & Emotion to make a personal website which required also knowledge of GraphQL and some basic understanding of SSR. Used React PDF to generate this CV. Used React Native for Web for a freeCodeCamp challenge to make a calculator app. Using React for a front end part of the exercises for the Full Stack Open course.

Other Web experience:

Using Web technologies for mobile development / 2011 - 2017

Some features of iOS apps on which I worked were made by using Web technologies inside of WebView component. For example, Brownie Points app had Web based rendering of questions with math and Vovici Mobile app had Web based charts.

Did challenges on freeCodeCamp using different Web technologies / 2017

Used different flavours of Web dev while completing challenges on freeCodeCamp. Used Pug / jQuery / Vanilla JS / LESS / SCSS / CoffeeScript in different combinations.

Other work experience:

iOS & Android App Developer / 2011 - 2017 / Full-time & Freelance

Developed a number of native iOS apps for different companies. Worked full-time and freelance, solo or in focused teams up to 10 people. The employers and coworkers appreciated my skills and performance and a number of apps had very positive user reviews in the store. Also worked on a series of native Android apps with the similar architecture.

C++ Windows Mobile, PC & Mac Game & App Developer / 2006 - 2010 / 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>