Alexander Zubko

Mobile Apps Developer with Web and Node.js skills

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

React Native: JavaScript, Flow, Ramda, Redux, MobX, Redux Saga, Interop with native code.
iOS: Objective-C, Swift, Xcode, Frameworks (UIKit, Core Graphics, Core Data, etc.), Instruments, CocoaPods.
Android: Java, Kotlin, Android Studio, Gradle, Android Libraries.
Web: HTML/CSS/JS, React, Emotion, Gatsby, Node.js, SQL.
Algorithms: took part in the competitions in Informatics in school years. Winner of regional one.
General: Git, CI, FP, DRY, YAGNI

Related work 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. Lead a team of 2-4 mobile developers. Delivered first release in 2 months. Provided maximum code reuse and easy dev switch between the apps. Created modular and configurable architecture, easy to start for a new developer on the team, easy to understand what is where and how to add new features.

iOS / Android / React Native Developer & Team Lead / *Aug'11 - Present* / Freelance
Helped clients to finalize requirements, estimated costs. Planned and Implemented apps' architecture and features from the beginning to the App Store and continued working and improving the apps. Fixed and supported apps started by other developers. Provided maximum customer satisfaction. 5/5 stars Upwork rating for all jobs. Worked in a team or solo. Worked on more than 10 apps in total. Some clients:

- iOS React Native & Android Native Developer / *Jul'17 - Dec'17* / Amila, Toronto, 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, San Mateo, CA, 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 varies 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, Lviv, 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