

Aleksey Kuznetsov – iOS Engineer

zummenix@gmail.com / [LinkedIn](#) / [GitHub](#) / [Telegram](#) / [Instagram](#)

- 8+ years of professional experience in iOS development (Swift and Objective-C)
- 11+ years of programming in total
- 20+ projects with my participation
- trained and mentored several iOS Developers

I strive to write documented and readable code with tests where it needed, automate repetitive tasks, learn from others and share my knowledge.

Skills / Tools

- *Programming Languages* – Swift, Objective-C, Rust (learning)
- *Apple Frameworks* – UIKit, GCD, CoreGraphics, CoreBluetooth, CoreData, AVFoundation, XCTest
- *Libraries* – Alamofire/AFNetworking, Moya, Kingfisher, Cartography, R.swift, Reusable, Realm
- *FRP* – RxSwift, Combine
- *Architecture Patterns* – MVC, MVVM, MVVM + Coordinators
- *Methodologies* – OOP, Functional Programming, TDD, Git Flow
- *UI* – Storyboards/Xibs/Code, autolayout and frame based layout
- *CI/CD* – Jenkins, Fastlane, Travis/GitHub Actions (for open source projects)
- *Dependency Managers* – CocoaPods, SPM, Carthage (rarely)
- *Code Quality Tools* – SwiftLint, SwiftFormat, Periphery
- *Design Tools* – InVision, Sketch, Figma
- *Project Tools* – Jira, Upsource, GitLab/GitHub
- *Editors* – Xcode, Neovim, Sublime

Work Experience

iOS Engineer

November 2021 to Present / [Akvelon](#)

[Reddit](#)

Official Reddit app

- *Participation* – took part in converting app's core from Objective-C to Swift. Efforts to modularize the monolith and facilitate modularization for other teams. Detailed actions to remove some singleton usages throughout the whole app. General code improvements and app's stability improvements.
- *Tech* – Objective-C, Swift

iOS Developer

September 2013 to October 2021 / [Очень Интересно \(Saritasa\)](#)

Developing iOS applications with different levels of complexity from start to finish; building new features and fixing bugs in existing apps; communicating with backend teams, TMs and PMs; conducting code review; mentoring other iOS developers, setting and splitting tasks.

Notable projects:

ICON Intelligent Control

iPhone app – adjust ICON Vehicle Dynamics electronic shocks

- *Participation* – implement custom communication protocol over bluetooth with the ICON Vehicle Dynamics box; communication and firmware update logic; UI.
- *Tech* – Swift, CoreBluetooth, Alamofire

Masimo Radius T°

iPhone app – Continuous Thermometer

- *Participation* – custom implementation for the temperature timeline graph component; UI and logic for temperature and sensor notifications.
- *Tech* – Swift, CoreGraphics, CoreBluetooth, Realm

Steady Head

iPhone app – Golf Swing Trainer

- *Participation* – UI; face detection and video recording of the swing; logic of detecting a good/bad swing.
- *Tech* – Swift, Vision and ReplayKit frameworks

DigitalEMS

iPad app for paramedics in USA

- *Participation* – implement new features and bug fixes; refactor and transition project to use ARC; write unit tests for critical parts.
- *Tech* – Objective-C, AFNetworking, Cordova, ZOXSerie

uSummit

iPhone/iPad app – event management platform

- *Participation* – UI and logic for several modules; fixing bugs and implement new features.
- *Tech* – Swift, Alecrim CoreData, PromiseKit, Swagger

Helpjess for iPhone

iPhone app – Virtual shop with ability to video call a merchant

- *Participation* – UI and logic for several parts of the app; video call functionality.
- *Tech* – Swift, Moya, RxSwift

Adjuster

July 2008 to December 2012 | [АЗОТ \(УРАЛХИМ\)](#)

Installation and adjustment of instrumentation and automation equipment.

Education

Associate in Automation of technological processes and production

September 2004 to June 2008 | Berezniki Polytechnic College