Aleksey Kuznetsov – Senior iOS Developer

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- 7+ years of professional experience in iOS development (Swift and Objective-C)
- 10+ 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
- Architectures 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 Developer

September 2013 to Present | <u>Очень Интересно (Saritasa)</u>

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 Tº

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, ZOXSeries

<u>uSummit</u>

iPhone/iPad app – event management platform

- Participation UI and logic for several modules; fixing bugs and implement new features.
- Tech Swift, AlecrimCoreData, 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 | <u>A3OT (УРАЛХИМ)</u>

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