IGOR ARSENKIN

Senior iOS Developer

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Skills

Swift
New Apple's programming language.

Objective-C
Objective-C programming language.

C
C programming language.

Git
Git version control system.

Web services
Web services, REST APIs.

Python
Mostly pet-projects

OOP
Object Oriented Programming.

iOS SDK
XCode, UI Kit, Cocoa Touch, push services and Apple HIG.

Communication

Summary

I wrote my very first working program - emulator of the 5-6 card poker game in 2004. I finished Boot Camp in DevClub in C/C++ languages in 2013, afterwards finishing 9 moths long iOS-Development course in IDAP, and finally I begun to do what I like the most - development of mobile applications for iOS, currently working in GlobalLogic, developing apps from the ground up as well as continuing to work on the already established apps for the company's customers.

Work History

Feb 2019 - Present

Senior iOS Developer (Kyiv, Ukraine)
GlobalLogic

https://www.globallogic.com (~ 19 000 employees)

Project Description:
Mobile application for connecting Safety equipment to iPhone and iPad via Bluetooth technology. The main goal of this application is to save technical information from equipment to smartphone and to manage this equipment.

Key Responsibilities:
Business applications development aimed on iPad and iPhone. My daily work includes designing new features, constant communication with API developers, searching best solutions/approaches in architecture planning, implementation of new features and bugs fixing as well as managing project's Git repository.

Technologies:
Foundation, Swift, UIKit, Cocoa, CoreBluetooth, CoreData, CoreML, Vision, ARKit, Networking, SDWebImage, AWSCore, AWSS3, Git

May 2015 - Feb 2019

iOS Developer (Kyiv, Ukraine)
IDAP Group

http://idapgroup.com/ (~80 employees)

Business applications development aimed on iPad and iPhone. My daily work includes designing new features, constant communication with API developers, searching best solutions/approaches in architecture planning, implementation of new features and bugs fixing as well as managing project's Git repository.

Team size: from working alone on the app itself up to 5 or 6 people (server side, front-end web-service and iOS application development when working on complex applications)

Apps, in development of which I've been involved:

- Vezam! Driver
- Vezam!
- Augsburger Allgemeine
- DarwinBeats - Music app (music player) for promotion of indie artists with ability for users to chat with the artists themselves and other users. Push-notification technology, deeplinks, background playback, search for artists based on the user's current location, messages. Work with such frameworks as CoreData, YozioIOSSDK, Fabric, Crashlytics, AFNetworking, SDWebImage, AWSCore, AWSS3, GoogleTagManager, GoogleAnalytics.
- Gold-24 - juwillery web shop, mobile app for the website https://gold24.in.
- Broker - economic-strategy game, has been developed from the ground-up using Objective-C. App had huge amount of interactions with server that had to be implemented, as well as ability to play offline.
- SeaGull - runner-game iPhone, has been developed from the ground-up using Objective-C and Cocos-2D.

Past - May 2015

On demand - detailed information can be provided in case of interest.

Able to ask, explain and participate in group conversations.

Desire to learn
▰▰▰▰▰▰▰▰▰
Desire to learn new and to sharpen my current programming skills.

Ukrainian language
▰▰▰▰▰▰▰▰▰
Native.

Russian language
▰▰▰▰▰▰▰▰▰
Native.

English language
▰▰▰▰▰▰▱▱▱
Good reading, not bad speaking

My own projects

Network Helper - published in the App Store. App is developed for different networking needs. Source code is in private Bitbucket repository, upon request - access can be granted as an example.

MarvelWorld - is about to be published into the App Store. App for iPhone. Gives a possibility to preview all Marvel characters, their description, developers etc. Uses official Marvel API. Source code is in private Bitbucket repository, upon request - access can be granted as an example.

MovingSticks - simple iPhone game. This used to be my graduation project for the EDAP courses. Source code is available on GitHub through the title link.

PhoneSpin - funny iPhone app, which gives an opportunity to compete with your friends on who makes more spins with hand for limited amount of time. Source code is available on GitHub through the title link. This used to be my graduation project for the EDAP courses as well.

ARRLibrary - library full of useful categories and macros. Available on GitHub through the title link.

Education

Sep 2016 - Nov 2016

Graduate
IT Education Center
https://iteducenter.ua/

Linux administration.

May 2015 - Dec 2015

Graduate
IDAP College
http://idapgroup.com/college/

Deep learning of C, Objective-C, Foundation, UIKit frameworks and architecture patterns MVC, MVVM, DCI.

Oct 2012 - Jan 2014

Graduate
DevClub
https://devclub.com

С и С++ languages, OOP, sorting algorithms, Big-O notation.

Aug 1984 - Jun 1989

Cryptographic telecommunication hardware engineer
Kiev Higher Military Engineering School of Communications
http://www.viti.edu.ua

Interests

I like to spend time reading about new development topics on iOS field, sharpen my current skills by writing little apps for personal use that ease my daily life. Like to play on my guitar, skiing and ice-skating. In case there is a right company - play preference. We love to play backgammon with my wife and on occasion to swim in the Mediterranean Sea. Like to take long trips driving. Like to play table tennis, I play pretty good actually :)