

LOBANOV ALEKSEY

Let me introduce myself: I am an iOS developer based in Ekaterinburg, Russia. My real passion is creating of ios applications with an interface that should be easy to use. I have a full understanding the process of software engineering, development life cycle. I am always ready to give designers and managers an advice, that helps to understand how an app should work and how to make it look better. I have a lot of experience in agile environment. It helps to meet the deadline and find better solutions for a project. I am also good as a team-player and in working individually.

Date of birthday: 06.05.1987 (30 y.o.)

Desired position: iOS Developer, UX Designer - Consultant

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WORK EXPERIENCE

SOFT MEDIA LAB

softmedialab.com

Software Engineer / Senior - iOS Developer, Team-lead

Working since april 2016

1. **Avatar** – a location-based private messaging app, for strangers. I had created a native iOS application from a scratch with about 20 controllers in.
 - Users can search conversation partners who are near to her/him to chat with
 - Using RESTful API backend and Realm instead of CoreData
 - Push notifications and In APP purchases
 - Business logic includes: geographic search, messaging, send files etc
 2. **Creditclub** (work in progress...) - a credit system which works only in Georgia.
 - project based on swift language
 - Technologis which I use: Realm for database, RxSwift + MVVM architecture, Moya framework for network layer
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NetElement

netelement.com

Software Engineer / Senior - iOS Developer

| 1 year 6 months (Feb. 2015 - Apr. 2016)

1. POS system **Aptito** – is an all-in-one restaurant POS solution that offers the most complete package of features. My responsibilities included supporting current functionality and implementation of new features.
 - had work with refactoring and improvements current code database because app has a lot of legacy code, elimination of memory leaks
 - had work with printers and barcode scanners SDK, implemented convenient wrappers for development with it
 - language Objective-C
 2. Implementation the mobile application for **UBRA Boats** , which are an analogue of UBER application for water transport.
 - had implemented two apps for riders and shkipers
 - business logic includes: geolocation search places, clusterization of items on map, location tracking by trips, messaging
 - push notifications
 - app has been implemented on VIPER architecture
 - language Objective-C
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East Media Ltd.

| <http://east-media.ru>

Software Engineer / Middle - iOS Developer

| 3 years 5 months (Oct. 2011 - Feb. 2016)

1. Implementation the universal **mobile application** for **PinMe** social network, which is an analogue of Pinerest social network.
 - had experience with networking, work with threads, optimisation of UI elements, camera
 - use POP Facebook framework for implemented unusual animations
 - had implemented photo editor with photo-filters
 - created own network layer framework based on Bolts Facebook framework
 - language Objective-C
2. **Live poetry** – is an interactive book with rich scope of multimedia elements: video, animations and audio. An application does not have native iOS interface and looks like a real book.

3. iPhone-version of publishing platform East-Media development. One of magazines released on the platform is [Majorca](#) .
 4. Applications development for «Uralskiy rabochiy»:
 - [iGazeta](#) - weekly magazine Uralskiy rabochiy ([summary](#))
 - Daily magazine [Night-Yekaterinburg](#)
 - iPad version of PDF-shop called [iАрхив](#) ([Night-Yekaterinburg](#) and [Ural worker](#))
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i-Jet Media

| 1 year 1 month - ActionScript Developer (Oct. 2010 - Sep. 2010)
Implementation of platform for distributing of social games.

EDUCATION AND TRAINING

Graduated: Ural Federal University Training Software computer technology and automated systems. Dates: April 2006 - May 2010

Additional: information about university from [Anabin](#) : [University information](#) , [Faculty information](#)

Hobby: playing piano, computer games, travelling, basketball and football

SKILLS AND COMPETENCES

Language spoken: Russian, English

Computer skills and competences: iOS Developer

Programming languages: Objective-C (more than 9 projects done), Swift (1 Real project done)

IOS DEVELOPMENT (SKILLS AND TECHNOLOGIES)

Development skills: OOP (Object-Oriented Programming), POP (Protocol-Oriented Programming), TDD (Test-Driven Development).

Data base: CoreData, Realm

Frameworks: SDK Development, Reactive Programming (RxSwift, Reactive Cocoa)

Package managers: CocoaPods, Carthage

Development tools and approaches: Git-flow, JIRA, Jodiz

Application architectures: on Objective-C I prefer VIPER, for projects on Swift I use **MVVM + Rx** , MVC

Additional knowledge: Work experience with iTunes Connect, iOS Provisioning Portal.

Social profile:

 [Git-Hub](#)

 [Instagram](#)