

Eugene Pankratov, Senior iOS Developer



Name: Yevhen Pankratov

E-mail: epankratov@gmail.com, eugene@pankratov.net.ua

Birthdate: 1980, 27th December

Location: Kyiv, Ukraine

Cel. phone: +38 (067) 854 68 68

Skype: eugene.pankratov

LinkedIn: <https://www.linkedin.com/in/eugenepankratov/>

GitHub profile: <https://github.com/epankratov>

PROFILE

I'm iOS software developer with 8+ years of experience. I've participated in developing and architecting different iOS applications: from iOS AVFoundation players to iPad book readers, from hospitality and Digital Key experience to VPN and security (privacy) applications. I have comprehensive knowledge of core iOS frameworks, excellent hands-on experience in CI/CD pipelines setup, Unit testing and UI prototyping. I have complete knowledge of Apple development guidelines and put 20+ applications to the AppStore.

I'm strong team player: I always set the product's needs and team's goal at the topmost priority. I've occupied team leader positions and have led my teams to growth, and have proven leadership experience.

The scope of my professional interests is in between cutting edge technologies: from modern REST API stack technologies to networking, from big-data and machine learning to computer vision applications.

My work expectations would perfectly match with iOS application development and architecting; taking a part in prototyping of UI/UX with technical expertise; leading the team and perform technical expertise of any level. The main goal is to develop robust, advanced and feature-full applications for the world-wide auditory.

EDUCATION

Kryvyi Rih State pedagogical University, Kryvyi Rih, Ukraine – Master's degree in Mathematics and Computer Science, **2002**

SKILLS

- **Programming languages:** Swift, Objective C, C/C++, JavaScript, Python, Java, Kotlin
- **IDEs:** Xcode, JetBrains PyCharm CE and WebStorm, MS Visual Studio Code/Visual Studio Pro, Android Studio and many more.
- **Tools:** Xcode debugger and Instruments, Dependency managers (CocoaPods, Carthage), Fastlane, Postman, Network analysers (Charles proxy and Wireshark), Shell scripting, Jira, SourceTree
- **CI/CD tools:** Jenkins, TeamCity, CircleCI, Travis CI
- **VCS:** Git, SVN, CVS
- **DMBS:** MySQL, SQLite, Oracle
- **OS:** MacOS X, FreeBSD, Linux, Windows

EXPERIENCE

SENIOR IOS DEVELOPER, AURA/PANGO/ANCHORFREE; KYIV, UKRAINE – OCTOBER, 2019 - PRESENT TIME

KEY RESPONSIBILITIES:

- Develop and maintain the stack of iOS and MacOS applications (VPN clients, based on the same custom core). There's a bunch of technologies in the stack: Swift 5, Objective C, RxSwift, XCFrameworks, native network extensions, CocoaPods/Carthage/SPM, CI and many more. I've participated in migration of the project from VIPER architecture to RIBs: we have re-written all UI modules. I've started dedicated project to develop new features like new internal currency for Betternet iOS application and rewarded ads integration. I've participated in localisation of the apps, I've performed promotional updates, I've optimised VPN core performance and many more things.
- Right now my role has been switched to development of C++ SDK: Vault password manager with zero-knowledge based on cryptography security. I've developed for that SDK persistence layer (as well as unit tests), sync layer and web assembly module.

SENIOR IOS DEVELOPER, INTELITY/KEYPR LLC; KYIV, UKRAINE – MARCH, 2017 - JULY, 2019

KEY RESPONSIBILITIES:

- Develop and support main iOS Application, intended for any traveler who stays in the various hotel, equipped by KEYPR.com keyless access system. We have integrated few lock vendors support, and continue to support own developed key lock (KILT) via BLE connection.
- My personal participation in the project was to perform migration of the code written on Swift 2.3 to Swift 3 and then 4, develop new UI features (like new digital screen implementation, tutorial, folio, express check-in and check-out screens, common area keys support, new controls, logs upload), support of new backend features, work with CI and flexible build configuration for While-labeled apps, and may more. The technology stack is: Objective C, Swift 3-4, ReactiveCocoa framework, RxSwift, KIWI (for BDD tests), Mantle as CoreData wrapper, Firebase, KeepLayout, AWS services.
- Develop bed-room application for iPad for EQUINOX INN with whole feature set, from room-service to in-room controls for hotel rooms.

TEAM LEAD AND SENIOR IOS DEVELOPER, GLOMEX GMBH; KYIV, UKRAINE – MAY, 2016 - FEBRUARY, 2017

KEY RESPONSIBILITIES:

- Lead the iOS team in order to produce high-performance code and achieve fast delivery process for features.
- Develop and support main native SDK, written on Swift 3.0. This SDK is intended to serve as Video Value Service client (video and advertisement streaming SDK), as far as remote client for Media Delivery Service. I was responsible to implement new features in the SDK, create integration tests and write unit tests. Also, I've setup and maintained Continuous Integration and Delivery for the project with Fastlane/Travis CI. Used technologies are: Git (Git flow), Jira, Travis,

Fastlane, Cocoapods, Xcode 8.0, Swift 3.0, Google IMA and many more, XCTest + OHHTTPStubs, CryptoSwift library.

SENIOR IOS DEVELOPER, VIEWSTER AG; KYIV, UKRAINE – DECEMBER, 2013 - APRIL, 2016

KEY RESPONSIBILITIES:

- The main responsibility was to develop and support main iOS applications for Video-On-Demand platform, both iOS and Apple TV platform. I was working with corresponding stack of technologies: AVFoundation framework, advertisements and content streams playback, JSON communications and modern UX.

TEAM LEAD/SENIOR IOS DEVELOPER, SENIOR .NET DEVELOPER, KUADRIGA LTD; KYIV, UKRAINE – AUGUST, 2010 - NOVEMBER, 2013

KEY RESPONSIBILITIES:

- Team leader. I was responsible for small team (5 members) of frontend developers in FDC project.
- The team was occupied on GUI development with Silverlight (MVVM, SOA) for SaaS platform in insurance domain. Also our team has developed WEB-services (WCF based) for the project.
- At the same time, in Kuadriga, I was working simultaneously on some iOS projects for Agnitio team on position of senior iOS developer.

TEAM LEAD/SENIOR SOFTWARE DEVELOPER, LTD "UKRAINIAN TECHNICAL SYSTEMS"; KRYVYJ RIH, UKRAINE – AUGUST, 2007 - AUGUST, 2010

KEY RESPONSIBILITIES:

- Team leader. I've established the whole working process for the team, including tasks split and delivery control, feature discussion and project planning, code review and performance review for the team members.
- As software developer, I've been working on C/C++/MySQL backend with C/C++ frontend for gambling industry software product.

REFERENCES

I've obtained very positive feedback from Jesper Lindholt, CEO of Kuadriga. For details, refer please to the LinkedIn profile.