Yurii Kolesnykov — Senior iOS Software Developer
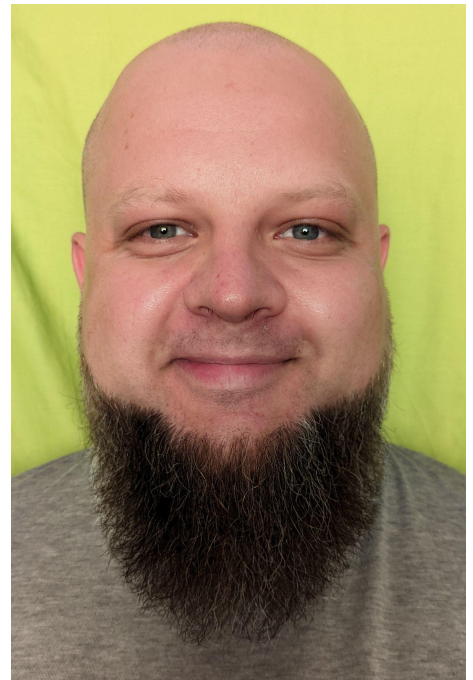
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- **The latest version of this CV is always here:**
  - **Google Doc** format: doc.yurikoles.com
  - **Web** format: yurikoles.com

Objective

- Long term full-time remote software development contract with an open-minded company.

Key Points

- During 11 years of my commercial iOS software development experience, I had developed many apps. I started in the era of iPhone 4, iOS 4 and Objective-C with MRC. After that, I adopted many newer technologies from their very beginnings, like Swift and many others.
- During last year, I also gained experience of commercial crossplatform (iOS + Android) mobile application development with use of Flutter framework.
- My experience includes work in companies with own products, as well as outsource companies.
- Researched, designed, architected, developed and deployed many mobile projects from scratch.
- Supported, maintained, and extended many third-party mobile apps of different scale.
- As DevOps, I set up and maintained CI/CD workflows for a number of mobile and server apps and services.
- My experience also includes backend development with Python/Django and Ruby on Rails.
- I don't like routine, so I advocate and follow DRY principle in mobile development as well as in DevOps, so I always automate routine tasks with scripts, which I develop mostly for shell, but I also use Python and Ruby for that purposes.

iOS Projects

- **[Crypterium](#)**: cryptocurrency wallet.
- **[Chevron](#)**: app companion for gas stations network.
- **[Strings](#)**: social network based on image sharing.
- **[Fitplan](#)**: fitness video lessons.
- **DocChat**: online consultation with doctor.
- **[Go Problems](#)**: large set of Go game situations to solve.
- **[Le Bled](#)**: helps users to learn French.

Flutter Projects

- **[FitTrack](#)**: fitness app that integrates with a lot of custom hardware.

Keywords

Swift, Objective-C, Flutter, Dart, Xcode, OOP, OOD, SOLID, Design Patterns, Multithreading, GCD, MVC, MVVM, MVVM+C, KVO, KVC, UIKit, Cocoa Touch, Auto Layout, Core Graphics, Quartz, OpenCV, Core Data, SQLite, Core Location, MapKit, Google Maps, Push Notifications, Unit Testing, XCTest, CocoaPods, TestFlight, App Store Connect, Application Publishing, Firebase, Crashlytics, Facebook SDK, Git, SVN (Subversion), CI/CD, Agile, Scrum, Jira, Redmine.

Education

- Department of Computer Engineering. Donetsk National Technical University (2005 – 2009), Ukraine.

Level of English

- Upper-Intermediate.

Experience

Freelance, Internet

July 2014 — Present, Remote/Freelance iOS Software Developer

- In FitTrack project was responsible for developing and integration of native iOS part with Flutter. So my area was mostly bring-up of new fitness devices, like watches, scales, tonometers and glucometers. As well as integration with HealthKit.
- During work on Crypterium project, I brought-up new products in the app, which included all levels of development from integration with backend API, covering business logic with unit tests to UI.
- As with the above project, on Chevron I was responsible for enabling new features at all levels of the app.
- In the project Strings, my main focus was to polish the app before first public release. Given the fact that the main advantage of the app was smooth and reactive UI/UX, I spent a lot of time polishing UI elements layout and animation, as well as business logic behind them.
- I developed new features in Fitplan, like new marketing invite campaign, that included A/B testing and deep links, that transfers users from tap on a link through App Store, onboarding in the app and to campaign screen, that suggest users to invite more people to get more days of free plan.
- I was responsible for redesign and optimization of calls in a service that allows people to get medical consultation online via text/audio/video, DocChat.
- Furthermore, I was also involved in development of many smaller apps on different stages.

Biruza Software, Donetsk, biruza.com

August 2013 – July 2014, iOS Software Developer

- In a project Bestie App, a social network app, in which users share their shopping experience, my main area was the CoreData part, that we used to store and cache data from the backend.

Go interactive!, Kyiv, gointeractive.co

June 2012 – August 2013, iOS Software Developer

- I developed map and chat in project Fourcoins, a social network application, in which users gain discounts by making check-ins.

GrandSoftStudio, Donetsk

June 2011 – June 2012, iOS Software Developer

- Most of our projects were subcontracts for polishing apps before new releases with features developed by other companies. During work on Canal+ I gained experience with live video streaming.

Examples of my Swift code

- github.com/yurikoles/GiphySearch
- github.com/yurikoles/CarsTest

Additional Information

- I can sign a contract as private entrepreneur of third simplified group / є ФОП 3-ї групи.