

# Evgeniy Mikhola

Specialization: iOS Developer

Location: Belarus, Minsk

Age: 26

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## Summary

- 5+ years of iOS development.
- Expert in a full cycle of mobile development from scratch to the App Store.
- Strong skills in Objective-C/Swift.
- Strong skills in Cocoa and Cocoa Touch frameworks.
- Strong skills in design/architectural patterns and clean architecture.
- Strong skills in RESTful API services integration.
- Good skills in multithreading and concurrency.
- Good skills in vector graphics editors.
- Good skills in supporting mixed Objective-C and Swift projects.
- Best practices with Git.
- Understanding of Agile/Scrum methodologies.

## Technical Qualification

- iOS: Objective-C, Swift, Cocoa Touch.
- Architectures: VIPER, Unidirectional (ReSwift/Redux), MVVM, MV\*.
- Dependency Managers: CocoaPods, Carthage, Swift Package Manager.
- Unit/UI Testing: XCTest, OCMock.
- Development Tools: Xcode, AppCode, Terminal, Source Tree, Sublime Text.
- Frameworks/Libraries: Cocoa Touch frameworks, RestKit, Typhoon, Nimbus, GoogleMaps, Mapbox, Stripe, SwiftEventBus, SwiftLint, SwiftGen, Firebase.
- Project Management: Jira, Trello, Git merge flow, Git rebase flow, TestFlight, Fastlane, Fabric, Crashlytics.
- OS: Mac OS, Linux (Ubuntu, etc.) with SSH control, Windows.
- Graphics Editors: Sketch, Photoshop, GIMP.

## Experience

- July 2018 – December 2018: Lead iOS Developer at Dental99 (the mobile workplace for dentists)

**General responsibilities:** developing Dental99 iOS app from scratch, developing an architecture, integrating RESTful API, updating the app with new features and design.

**Additional responsibilities:** daily standups with the team, planning, tasks management, features brainstorming.

- **Technologies:** MVVM, SwiftLint, SwiftGen, Alamofire.
- **Languages:** Swift.
- **Tools:** Xcode, Git, Jira, SourceTree, Terminal, Fabric (Crashlytics), CocoaPods, Sketch.

- June 2018 – August 2018: Lead iOS Developer at Real Find (the app for tracking location of your family/friends)

**General responsibilities:** developing Real Find iOS app from scratch, developing an architecture, integrating Firebase.

- **Technologies:** MVVM, In-App purchases, User Notifications (Push Notifications), Background Activities (Remote Notifications, Location Updates) Firebase Cloud Firestore, Firebase Authentication, Firebase Cloud Functions, Firebase Messaging, SwiftLint, Mapbox, Tracking location.
- **Languages:** Swift, JavaScript.
- **Tools:** Xcode, Git, SourceTree, Terminal, CocoaPods, TestFlight, Firebase, Sketch.

- March 2015 – March 2018: Project Manager and Lead iOS Developer at [GymRush](#)

**General responsibilities:** developing [GymRush iOS app](#) from scratch to the App Store, developing an architecture, integrating RESTful API, updating the app with new features and design.

**Additional responsibilities:** project prototyping, developing UX, updating design project with new UI, tasks management, features brainstorming, looking for developers in the team.

- **Technologies:** VIPER, Typhoon, RestKit, RestKit Value Transformer, Rambler Segues, Rambler AppDelegate Proxy, Rambler Typhoon Utils, VIPER McFlurry, CrutchKit, Base64, Google Maps, FormatterKit, Nimbus, Stripe, User Notifications (Push Notifications), EventKit, MapKit, Core Location Framework, Core Graphics Framework, Contacts Framework, Social Framework, Message UI Framework, Keychain.
- **Languages:** Objective-C, Swift.
- **Tools:** Xcode, AppCode, Git, Bitbucket, Jira, SourceTree, Terminal, Fabric (Crashlytics), Fastlane, CocoaPods, TestFlight, Generamba, Axure, Sketch.

- January 2017 – March 2017: Senior iOS Developer at [Mobile School Library](#)

**General responsibility:** developing [MegaBook iOS app](#) from scratch to the App Store, developing an architecture, integrating cross-platform core and updating the app with new features and design for a fast starting project.

- **Technologies:** VIPER, Google Protocol Buffers (ProtocolBuffers-Swift), Swift Event Bus, Voice dictation library (private).
- **Languages:** Swift.
- **Tools:** Xcode, AppCode, Git, GitLab, SourceTree, Terminal, CocoaPods, TestFlight.

- March 2015 – August 2015: Senior iOS Developer at [Almine](#)

**General responsibility:** developing [Runes by Almine iOS app](#) from scratch to the App Store, developing an architecture and updating the app with new features and design for a fast starting project.

- **Technologies:** MVC, Message UI Framework, Core Graphics Framework, Sliding Menu.
- **Languages:** Objective-C.
- **Tools:** Xcode, AppCode, Git, BitBucket, SourceTree, Terminal, CocoaPods, TestFlight.

- July 2014 – August 2015: Project Manager and Senior iOS Developer at [Clean Day](#)

**General responsibility:** developing [Clean Day iOS app](#) from scratch to the App Store, developing an architecture, updating the app with new features and design, managing work of teammates (designer and Android developers), managing the development of [Clean Day Android app](#).

**Additional responsibilities:** project prototyping, developing UX, tasks management, features brainstorming, looking for developers in the team.

- **Technologies:** MVC, Social Framework, Message UI Framework, Core Graphics Framework, VK SDK, Local Notifications.
- **Languages:** Objective-C.
- **Tools:** Xcode, AppCode, Git, Bitbucket, SourceTree, Terminal, CocoaPods, TestFlight, SendGrid.

- October 2013 – March 2015: Middle iOS Developer at [R-Style Lab](#)

General responsibility: updating [existing apps](#) with new features and design in the outsourcing company: [Shopping Mall Platform](#), [Mobile Office](#), [Retail Tracker](#), [IT Spring Conference](#), [Application Developer Days](#), [Photo Collage App](#), [Graffiti App](#).

- **Technologies:** MVC, Cocoa Touch frameworks.
- **Languages:** Objective-C, Swift.
- **Tools:** Xcode, AppCode, Git, GitLab, SourceTree, Terminal, CocoaPods, TestFlight, Crashlytics.

- March 2013 – September 2013: iOS Developer at [ugona.net](#)

**General responsibility:** updating [Ugona.net – Car Online app](#) with new features and design.

- **Technologies:** MVC, MapKit, Google Maps, Yandex Maps, Message UI Framework, Core Location, Core Graphics, Audio Toolbox, Core Data, Quartz Core.
- **Languages:** Objective-C.
- **Tools:** Xcode, Git, BitBucket, SourceTree, CocoaPods, TestFlight.

- June 2012 – March 2013: Junior iOS Developer at [Distillery](#)

**General responsibility:** updating existing apps with new features and design in the outsourcing company.

- **Technologies:** MVC, Cocoa Touch frameworks.
- **Languages:** Objective-C.
- **Tools:** Xcode, Git, GitLab, SourceTree, CocoaPods, TestFlight.

- September 2010 – September 2012: Front-End Developer at [Gomel State Palace](#)

**General responsibility:** developing the website from scratch, creating a design.

- **Technologies:** Drupal CMS, MySQL.
- **Languages:** HTML, CSS, PHP, SQL.
- **Tools:** Sublime Text, Photoshop.

- December 2007 – May 2014: Front-End Developer at [vseogomele.net](#)

**General responsibility:** developing the website from scratch, developing own CMS, creating a design.

- **Technologies:** Apache, MySQL.
- **Languages:** HTML, CSS, PHP, SQL.
- **Tools:** Sublime Text, Photoshop, Apache HTTP Server.

## Education

- Bachelors in Software Engineering from Francysk Skaryna Gomel State University, Belarus.

## Languages

- English (fluent)
- Spanish (basic)
- Russian (native)
- Belarussian (native)

## Links

- [LinkedIn profile](#)
- [GitHub profile](#)
- [Upwork profile](#)
- [Download Cover Letter by GymRush](#)