



Serge Moskalenko

Kyiv

Website: <https://github.com/sergemoskalenko>

Phone: +380677629137

OBJECTIVE

«A clear vision, backed by definite plans, gives you a tremendous feeling of confidence and personal power» / Brian Tracy //

TARGET:

Qualitative and highly professional implementation of the project functionality. Responsible maintenance of the source code during the life cycle of the project.

BASIC:

More than **25** years of experience in software development, leadership and just life.

Benevolent, calm, optimistic.

Designed, directed, researched, programmed, administered, wrote articles.

Skype: **camopu-ympo**

WORK EXPERIENCE

iOS / Flutter development (Developing iOS / iPhone / iPad)

2012 – Present

iOS / Flutter head

Head of iOS direction

Development and support of programs for iOS, consultation, training.

Features of the latest projects:

Tribu:

Swift - 95%, Objective-C - 5%. Localizations - english, arabic, hebrew (dynamic), lokalise.co. UI - AsyncDisplayKit (Texture). Alamofire, REST, Moya, RxSwift, ReactiveSwift, Swinject, Firebase, Facebook SDK, Google SDK, Hero, Fabric, Crashlytics, SocketRocket, ZendeskSDK etc.

NuWire:

Swift(75%), C++(10%), Objective-C++(5%), Objective-C(10%)

Chromium, RealmSwift, Firebase, XMPPFramework, Crashlytics, Fabric, CocoaAsyncSocket, SwiftyJSON, SwiftWormhole, GoogleSignIn, FBSDKLoginKit, Alamofire

<https://itunes.apple.com/ua/app/tribu-promote-volunteering/id1151356008?mt=8>

<https://apps.apple.com/il/app/tribu/id1476319099>

<https://itunes.apple.com/us/app/nuwire/id1443095090>

<https://itunes.apple.com/us/app/serbiso/id1293220771?mt=8>

<https://itunes.apple.com/in/app/guardon/id1321497665?mt=8>

<https://apps.apple.com/us/app/ihalo-avatar-social-network/id1223992869>

<https://itunes.apple.com/ru/app/id1122636392?mt=8>

<https://itunes.apple.com/ru/app/feldman-ecopark/id1036142298?mt=8>

<https://itunes.apple.com/gb/app/yougossip/id571128312?mt=8>

<https://itunes.apple.com/ru/app/wc-kiev/id516140318?mt=8>

<https://itunes.apple.com/ru/app/newzik-smartest-sheet-music/id966963109?mt=8>

SOS Online Backup

2012 – 2012

Leading programmer iOS / iPhone / iPad

Develop a new version

<https://itunes.apple.com/us/app/sos-client/id328057513?ls=1?mt=8>

Development of a new program

<https://itunes.apple.com/us/app/managed-offsite-backup/id517676218?mt=8>

DarkJoker Games MAIL.RU

2010 – 2011

Head of iOS direction

Development of gaming applications for iPhone / iPad (iOS) using Objective C / C ++, Cocoa touch, Xcode.

<https://itunes.apple.com/en/app/timequest-ii/id468094691?ls=1?mt=8>

<https://itunes.apple.com/en/app/timequest/id441054707?mt=8>

Various

2008 – 2010

Leader in various organizations.

Organization of the work process

Project management from start to implementation Negotiations with the customer

Planning and Design

Drawing up technical assignment

Formulation of the problem

Monitoring the development process

Resolution of disputes

Active participation in project implementation

Software MacKiev

2004 – 2008

Mac OS X Developer - Objective-C, C++

<https://www.mackiev.com/hyperstudio/index.html>

Teamwork. Design, planning and development, coordination and interaction with other team members. Drawing up personal plans and reports in English, etc.

Used: MacOS X, Objective C, C, C ++, Cocoa, Carbon, JavaScript, SQLite, PHP, MySQL, FileMaker PRO, Omni Outliner, Omni Graffle, UML, CVS, SVN (Subversion), etc.

Various

1990 – 2004

Head, programmer, teacher.

At different times used: ASSEMBLER, C, C ++, CLIPPER, Fox Pro, VBA (Access, Excel), PHP, MySQL, MS SQL, HTML, XML, Delphi, Progress 4GL. Windows, Linux, Unix, Free BSD, Mac OS X