

Oleksii C.

Expert iOS/C++ Developer with Automotive background

SUMMARY

- Served as a Senior Software Developer in the Two German Automotive Navigation Projects, focusing on System Team operations as well as Map and Routing domains. - VPN and Network Filtering Development: Extensive experience developing VPN solutions, including cross-platform engines for KeepSolid's VPN Lite, and expertise in low-level network filtering, proxies, and handling internet traffic. - iOS Development Expertise: Over 10 years of hands-on experience with iOS development, including business apps and secure communication tools, with proficiency in Swift and Objective-C. - C++ Proficiency: Strong background in C++ for developing core network functionalities, optimizing performance, and building cross-platform applications. - Enterprise Application Development: Skilled in developing enterprise-level applications, including parental-style internet filters and device policy management tools. - Agile Methodologies: Proven track record of working in Agile Scrum environments, delivering high-quality software with fast iteration and strong collaboration. - Leadership and Team Collaboration: Experience as a Tech Lead, mentoring teams, and coordinating with stakeholders to resolve issues and implement new features. - Available to start ASAP

TECHNICAL SKILLS

Main Technical Skills	Objective-C (10 yr.), Swift (5 yr.), iOS (10 yr.), C++ (10 yr.)
Programming Languages	C#, C++ (10 yr.), Delphi, Java, JavaScript, Objective-C (10 yr.), Python, Swift (5 yr.), VBA
Mobile Frameworks and Libraries	BLE, Crashlytics, KVC, KVO
Java Libraries and Tools	JSON (5 yr.)
.NET Platform	VBA
Data Analysis and Visualization Technologies	Google Analytics
Security	RSA
Databases & Management Systems / ORM	Firebase, Microsoft SQL Server, MySQL, Oracle Database, PostgreSQL, SQL (10 yr.), SQLCipher, SQLite (5 yr.)
UI Frameworks, Libraries, and Browsers	Chromium, Foundation (5 yr.), HTML, WebKit
Amazon Web Services	AWS S3
Google Cloud Platform	Google Cloud Pub/Sub
UI/UX/Wireframing	3D Modelling



QA, Test Automation, Security	AES, Catch2, e2e testing
iOS Libraries and Tools	AFNetworking, AppKit (5 yr.), Cocoa (10 yr.), CocoaPods, Cocoa Touch, Core Animation, Core Bluetooth, Core Data, Core Graphics, Core Location, Core Media, Core Text, Flurry, NWProtocolWebSocket, Packet Tunnel Provider, StoreKit, SwiftGen, SwiftLint, UIKit (5 yr.), Viper
Methodologies, Paradigms and Patterns	Agile, Architecture and Design Patterns (10 yr.), Design patterns, FDD, MVC, MVVM, REST (5 yr.), RPC (Remote Procedure Call) (5 yr.), Scrum, SDLC, UML, Waterfall
Web/App Servers, Middleware	Apache HTTP Server
Deployment, CI/CD & Administration	AppCenter CI, Jenkins
Mail / Network Protocols / Data transfer	cURL, OpenSSL, TLS, XMPP
Platforms	Firebase
Operating Systems	FreeBSD, iOS (10 yr.), macOS (10 yr.), MS-DOS, Ubuntu, Unix, Windows
Version Control	Git
Project Management & Administration	MVP
File Systems, Storage	Protobuf, XML (5 yr.)
Third Party Tools / IDEs / SDK / Services	Qt Creator, Qt Framework, valgrind, Visual Studio, XCode (10 yr.)
SDK / API and Integrations	RESTful API, Windows API
Other Technical Skills	Box2D, Chromium/PDFium, cocos2d, Multitasking, pdfkit, Soda PDF, Swift Package Manager

WORK EXPERIENCE

C++ Developer, Automotive Navigation project

Duration: Nov 2019 - Mar 2024

Summary: Implemented and migrated a complex state machine technology, optimized navigation database updates, and contributed to stability, analytical problem resolution, and portability of the product.

Car companies deal with vast amounts of log data, often handling up to 40 gigabytes at a time. Their systems even include custom-built solutions to identify and troubleshoot issues. If a user encounters an issue en route from one place to another, all domains generate logs, resulting in millions of lines of data.



I developed a module for German automotive companies that acted like an ignition system: it managed the domains by starting them up, isolating them, or handling unexpected failures, along with implementing various solutions to support other domains.

Responsibilities: I worked as a senior software developer in the automotive navigation project in the system team, map, and routing domains.

- Successfully migrated to complex state machine technology and optimized the on/off module
- Responsible for running up or shutting down all services and updating the navigation database.
- Developed functionality to solve potential issues with the stability of the interaction of product applications.
- Ported the product to a newer compiler.
- Implementation a common code that improves the efficiency and effectiveness of other domains.
- Contributed to a project with over 2 million lines of code

Technologies: C++, State Machine, Automotive Technologies

iOS Developer, Expertise, NDA project

Duration: Aug 2019 - Nov 2019

Summary: Developed an application for working with external devices with a focus on audio codec functionality.

Responsibilities: Application development, interfacing with C++ audio codecs, handling CoreBluetooth, Swift development

Technologies: C++, CoreBluetooth, Swift

iOS Developer, NDA project

Duration: Aug 2019 - Nov 2019

Summary: Developed a messaging application with social networking elements.

Responsibilities: iOS chat application development

Technologies: iOS, Chat Application

Tech Lead, iOS Developer, C++ cross-platform developer, VPN Lite Without Registration. VPN Lite SDK

Duration: Jan 2017 - Jun 2019

Summary: Led the development of a cross-platform VPN engine and iOS app, focusing on encryption and data privacy.

Responsibilities: Leadership, mentoring, architecture, cross-platform development, iOS app development

Technologies: C++, REST API, VPN Technologies

Tech Lead, macOS Developer, C++ cross-platform developer, KeepSolid Sign

Duration: 6 months



Summary: Creation of a secure electronic signature user experience for macOS, including real-time synchronization and change logging.

Responsibilities: Development, coaching, architecture, and macOS app coding

Technologies: xCode, RPC, REST API, macOS

macOS and Windows Developer, C++ cross-platform Developer, KeepSolid Sign

Duration: 16 months

Summary: Further developed KeepSolid Sign to improve the Windows and macOS apps, focusing on the PDF layer coding.

Responsibilities: macOS and Windows application development and improvement

Technologies: xCode, Qt, QML, Windows, macOS

macOS Developer, C++ Developer, Roadmap Planner

Duration: 6 months

Summary: Developed a Gantt Chart application for strategic planning and task management.

Responsibilities: macOS application development, network interaction, document merging

Technologies: xCode

iOS Developer, PDF and Password Applications

Duration: 2 years

Summary: Worked on various applications for PDF operations and a synchronized password store application.

Responsibilities: Code unification, technology integration, product lifecycle management, release management

Technologies: xCode, Readdle SDK, VPN, InApp Store

iOS Developer, Game Developer and Game Designer, UFO Crusher

Duration: 14 months

Summary: Designed and developed a real-time tank battle game.

Responsibilities: Game development and design, customer support

Technologies: xCode, iOS Game Development

iOS Game Developer, Team Lead, Siege Hero 2 Age Of Wizards

Duration: 1 year

Summary: Led the team in creating the sequel to a successful game with enhanced graphics and gaming diversity.

Responsibilities: Engine development, leadership

Technologies: xCode, iOS Game Development



iOS Game Developer, Flight!

Duration: 10 months

Summary: Ported a popular flash game to the iOS platform, including in-game purchases and downloading content.

Responsibilities: Engine development, platform porting

Technologies: XCode, Cocoa Touch, Multitasking, Cocos2d, Core Media, Store Kit, Game Kit Framework, Adobe Flash

iOS and macOS Game Developer, Siege Hero

Duration: 14 months

Summary: Developed the iOS and macOS versions of a popular flash game, achieving top chart rankings.

Responsibilities: New application development from flash source

Technologies: XCode, Cocoa Touch, Cocos2d, Box2d, Store Kit, Game Kit Framework, Adobe Flash

C++ Developer, AlertA Windows

Duration: 2 years

Summary: Improved and customized a large database project for document circulation and contract automation for VIP clients.

Responsibilities: Product development, customization, database repair, converter development

Technologies: Visual C++ Studio, VBA, Win API

EDUCATION

- **Taurian National University named after Vernadsky**
- BA in Informatics, Mathematics and System programming, graduated in 2008.
Achievements: Champion in City Programming Contests

