KYRYL HORBUSHKO SOFTWARE ENGINEER

WITH 6+ YEARS OF EXPERIENCE

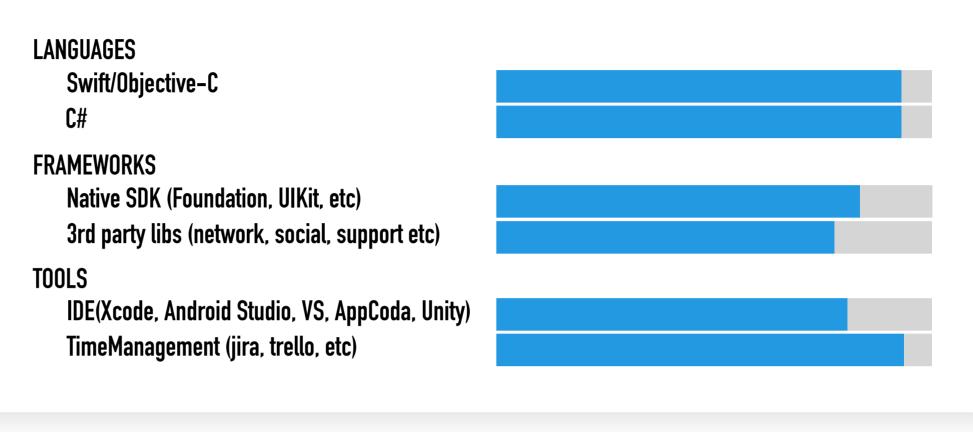
Expert in mobile application development mainly for iOS platform. Strong analytical and troubleshooting skills. Fluent with agile methodologies, full SDLC, software design principles and approaches. Strong understanding of the best practices for technical architecture and clean code. A high analytical and curious mind, result-oriented, and nothing-is-impossible mindset. Keeps up with the latest technologies.

EDUCATION

National University of radio electronics, Kharkiv, Ukraine

Specialist in Production of electrical devices for banking system (2011)

SKILS



EXPERIENCE

SENIOR SOFTWARE DEVELOPER / **TECH LEAD AT INTELLIAS**

Senior Software Developer

1.5 years.



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SENIOR SOFTWARE DEVELOPER / **TEAM LEAD AT SIGMA SOFTWARE** UKRAINE

IOS COURSE TEACHER AT SIGMA UNIVERSITY UKRAINE

SOFTWARE ENGINEER AT THINKMOBILES

RESPONSIBILITIES: Full iOS development lifecycle, analyse, estimate, develop, review, testing, bug fixing and release products, Architecture design and business logic implementation of product. Team cooperation, planning and direct communication with the customer. Continuous interaction with design, back-end and management teams.

TECHNOLOGIES: CI & CD (TeamCity, Jenkins, GitLab CI), MVVM, Native SDK, CoreData, AVFoundation, HealthKit, RTL/LTR, REST, fastlane, SwiftLint, pecker etc

Senior Software Developer



RESPONSIBILITIES: Architecture and database design, full development lifecycle and testing apps, providing new technologies and frameworks into existing projects. Pre-sales analysis, estimation, technical leadership, providing new technologies and frameworks into existing projects. API extension design, security analysis and improvement, performance. Business requirements capturing and decomposition. Cross-platform product development. AppStore publication and communication with App Review Team, Mentor for new team members.

TECHNOLOGIES: CI & CD (TeamCity, Jenkins), MVVM, MVC, VIPER, CleanSwift, Native SDK, CoreData, Realm, REST, AES CTR 128, CoreBluetooth, Xamarin, fastlane, SwiftLint, pecker etc

Course Teacher

2 years.

RESPONSIBILITIES: Prepare and conducting course «Programming for iOS»

Software Engineer.

	3 years.
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RESPONSIBILITIES: Full iOS development lifecycle, code review, testing and bug fixing, Architecture design and business logic implementation of product. Team cooperation, planning and direct communication with the customer. Requirements analysis and estimation. Continuous interaction with design, back-end and management teams.

TECHNOLOGIES: Native SDK, openGL ES 2.0, SpriteKit, CoreBluetooth, CoreData, AVFoundation, CoreAnimation, AWS (Dynamo DB, SMS, S3, analytic ets), RTL/LTR, various social integration (fb, google, twitter, yahoo, flickr, tumblr etc), various 3rd partly libs (analytics (fabric, appCenter, appSee, mixPanel etc)), Encryption (AES256 with CommonCrypto), DragonSpeechKit, openCV, ffmpeg, libdlib++, .zip, rocketSocket, nordic SDK, Autodesk fix SDK etc)

Industrial Engineer II



RESPONSIBILITIES: Design, develop, test, and evaluate integrated systems for managing industrial production processes

AT JABIL CIRCUIT UKRAINE LIMITED

INDUSTRIAL ENGINEER

including human work factors, quality control, inventory control, logistics and material flow, cost analysis, and production

