

Andrey Lunevich

Career Summary

Software Engineer since 2010 year (iOS / macOS / Android). Successfully worked at all typical project stages and phases starting with idea inception, mockup design, MVP, hardcore software development and ending up with AppStore publishing. Worked with clients from USA, Germany, Morocco, Russia, Australia, Norway, Indonesia. Broad experience of working off-site as a remote developer as well as on-site in English speaking teams. Worked with backend team in creation and optimization of API.

Summary of Qualifications

- iOS (Swift , Objective-C)
- Android (Kotlin, Java)
- Web (JavaScript, CSS, HTML)
- Additional (C#, ReactJS, ReactNative, C++)

Bright Inventions

Feb 2020 - ...

Senior iOS Developer (Practi PoS)

- New features implementation
- External hardware connection (printers, payment devices)
- Tests (Quick / Nimble)

Egnyte

Mar 2019 - Jan 2020

macOS Developer

- Database and performance optimization
- New features implementation
- CI / CD (Jenkins)
- Tests (Quick / Nimble)

Snapcart

Mar 2018 - Feb 2019

iOS Developer

- Changes of application architecture (VIPER family)
- Performance optimization
- New features implementation
- CI / CD (TeamCity + Fastlane)
- Tests (Quick / Nimble)

Instamotor

Jul 2016 - Feb 2018

iOS Developer

- Development of application architecture and API implementation
- Performance optimization
- Rewrote to swift language
- New features implementation
- CI / CD (Fastlane)
- Tests (Quick / Nimble)
- A little reactivity (RxSwift)

Exposit D.S.

Nov 2013 - Jun 2016

Mobile Developer (iOS / Android)

- Business (client-server) application development
- Redesign and optimization of exist applications
- Few sport applications (Yoga exercise, GPS-tracker)
- PhoneGap plugin for image zooming
- Shell automatic build scripts for cross-platform applications based on grunt
- Module for loading and drawing .obj and .mtl (OpenGL). wrapper for libpng.
- Created AngularJS application for loading and displaying huge data, drag and drop of images, UI change depend on user roles.

Itibo

October 2010 - Nov 2013

Mobile Developer (iOS / Android)

- Game development
- Business (client-server) application development
- Development of application architecture and API implementation.
- Created module for iOS (Cocos2d) for drawing and animating music notes.

Education

Bachelor's degree, Information Systems and Technologies (in economics) 2009-2014

Yanka Kupala State University of Grodno, Belarus

Courses:

- Android development courses - EPAM Systems

Languages:

- Russian (native speaker)
- English
- Polish

Skills:

Developing application using native hardware, Swift, Objective-C, Kotlin, Java programming languages. Application architecture design. Realization of OOP approach.

iOS: SQLite, Realm, CoreData, Amazon RDS, Amazon S3, Amazon DynamoDB (noSQL), SocketIO, Alamofire, XMPP, MQTT, DropboxSDK etc.

Android: Fragment API, ORM (ActiveAndroid, GreenDAO), GSON (Json), In-App Billing, Retrofit, Glide etc.

Social Integration: Twitter, Facebook, VK

Tools for testing and analytics: Firebase, Crashlytics, Amplitude, Crittercism, Flurry

Few last projects:

Alms (<https://apps.apple.com/us/app/alms-daily-self-improvement/id1526191805>)

Description:

Alms is your guide to becoming happier through making small changes every day.

Role:

Development (team leading), app architecture, splitting big tasks to smaller.

Technologies:

iOS, Swift, Firebase, Testing (Quick, Nimble), Fastlane

Practi (<https://apps.apple.com/by/app/practi-epos/id1486062683>)

Description:

ePOS for businesses.

Role:

Development, database architecture, API integration, implementation of full functionality. Migration to swift.

Technologies:

iOS, Swift, FirebaseTesting (Quick, Nimble), Fastlane