Andrey Sh.

Senior Software Engineer

GENERAL QUALIFICATION

- 15+ years experienced and result oriented senior software developer skilled in mobile/web/desktop development with active involvement throughout the development life cycle. Proficient at implementing core backend development tasks including all stages of development. I possess a passion to professional development;
- Strong experience in system analysis and design;
- Strong leadership skills.

Backend:	Java, C#, C++, PHP, Golang (GO).
Frontend:	JavaScript, JSON.
Base(methodology):	OOP.
Database:	SQL, MS SQL.
Mobile:	iOS, Objective C, SWIFT.
Project management tools:	Trac, Atlassian product family.
Version Control systems:	CVS, GIT, SVN.
Networking:	TCP, IP, SMTP.
Technologies:	SOAP, MVS.
Development tools:	XCode.

COMMUNICATION SKILLS

- **English –** Intermediate, technical inclusive;
- **Russian –** Fluent;
- **Ukrainian –** Native**.**

EXPERIENCE

2019 – Present, Diligences Inc.
Chief Technical Officer
Responsibilities:
- Developing the company's strategy for using technological resources;
- Ensuring technologies are used efficiently and profitably;
- Evaluating and implementing new systems and infrastructure.

2005 – Present, QArea.
Senior Software Engineer
Responsibilities:
- Working closely with business teams to define plans and solutions to provide a stable, agile, and user-friendly platform;
- Develop high-quality software, design, and functional documentation;
- Provide estimates for specific software feature implementation;
- Identify, prioritize and execute tasks in the software development life cycle;
- Build unit tests for code;
- Develop and maintain tools and applications by producing clean, efficient code that follows open-sourcing standards;
- Automate tasks through appropriate tools and scripting;
- Ensure software is up-to-date with the latest technologies and standards.

Code Quality (JIRA add-on)
Description: Code Quality is an all-in-one toolkit for Jira/Jira Cloud that helps developers and managers to control the quality of written code at every stage of project development. This allows managers and business owners to systematically track the personal results of developers or the whole team and contribute to the evolution of trust relationships within the project members.
Technologies: React.JS, Jira, MySQL, Golang(GO).

Nshama mobile project
Description: This application provides easy access to the community of homeowners and tenants as part of the property purchase, payment etc.
Technologies: Mobile, Salesforce.com, SWIFT, Fabric/puppet/chef.

Meal Planning Application
Description: QArea was asked to build a social platform for people who love food and would like to create a positive relationship with their body. This should allow people to draw up a nutrition plan, helping them to organize a rational and profitable diet. In addition, the application should allow users to share their preferences with other members of the community, allowing

them to sell/buy any selected item from the proposed dishes. Items can be selected taking recommendations from other users or from their personal choice.
Technologies: Mobile, React native, Golang(GO), React.JS, Odoo, Jenkins.

RebelMouse
Description: The Rebelmouse is a publishing platform is built to launch social properties for distributed content. Designed for brands and media companies, platforms, Rebelmouse's focus is solely on delivering content and letting that content sing across social channels.
Technologies: Python, Objective C, JavaScript, HTML, CSS.

Crossplatform multiplayer library
Description: Crossplatform library for multiplayer games written in Objective C / C / C++, iOS SDK, xCode, VisualStudio, MacOS SDK, Win32 SDK, Android NDK.

TapTell
Description: Symbian client for Facebook social network for Symbian ^3 and 5th edition Carbide C++ 2.3, Symbian Series 60 SDK 5th edition.

QualityBack
Description: Application for taking feedbacks about different services and businesses from the users and sending data to server via HTTP using JSON format.
Technologies: iPhone SDK, xCode.

Loswea Timer
Description: Timer for reading and managing affirmations on iPhone device.
Technologies: iPhone SDK, xCode.

MobTel
Description: Multiplatform application which provides a user with different services such as calling help desk, viewing videos, getting access to LogMeIn client and etc.
- Carbide. c++ 2.3, Symbian Series 60 SDK 3rd/5th edition (for Symbian);
- Visual Studio 2008, Windows Mobile SDK (for Windows Mobile);
- iPhone SDK (for iPhone), xCode;
- Visual Studio 2010, Windows Phone 7 SDK (for WindowsPhone 7(in process)).

MobileDocs
Description: Mobile scanner for the documents, takes the photos and sends them to server via HTTPS. Client for WindowsMobile and iPhone.
Technologies: Visual Studio 2008 with WindowsMobile SDK, xCode with iPhone SDK.

Jammi

Description: Mobile client for the site with advertisements. Main functions: ability to view categories, advertisements; search categories and advertisements; creating new user, logging in; creating new advertisement and posting it, etc.

Technologies: iPhone SDK, xCode.

Project under NDA

Description: Application consists of 3 parts:

1) Enables the advertising company's employee to represent and transmit their company data to his clients and keep it up-to-date on both their own and a client's device.

2) Protects private data on an employee's device from stealing by utilizing Bluetooth connection to the predefined protection devices.

3) Takes control over ringtones on the employee device.

Technologies: Carbide. C++ 2.0, Symbian Series 60 SDK 3rd edition.

MCM

Description: Application for sending calls and SMS logging via email. Used Nokia MTM, SMTP and HTTP methods of sending.

Technologies: Carbide. C++ 2.0, Symbian Series 60 SDK 3rd edition.

Positioning system

Description: Hybrid Wi-Fi/Cell positioning system. Involved in Symbian OS part. Implemented the port of the whole system to Symbian OS 9 (S60 3rd edition and UIQ 3.1), including 802.11/GSM cell scanning and location plugin for S60 platform.

Technologies: C++.

Casino

Description: Cross-platform project. 2D Casino games.

Technologies: Visual Studio 2003, BREW SDK.

BugHuntress

Description: Tool for automated testing palm OS applications.

Technologies: CodeWarrior, Palm SDK.

MobileLog

Description: Online application.

Technologies: Visual Studio 6.0, Symbian Series 60 SDK, Symbian UIQ SDK.

Sumo

Description: 2D sport game.

Technologies: Visual Studio 2003, Symbian Series 60 SDK.

Segmentix
Description: 2D sport game.
Technologies: Visual Studio 2003, Symbian Series 60 SDK.

Poker
Description: 2D card game.
Technologies: Visual Studio 2003, Symbian Series 60 SDK.

AviPlayer
Description: Avi player.
Technologies: Visual Studio 2003, Symbian Series 60 SDK.

Tesla
Description: Tool for automated testing Symbian OS applications.
Technologies: Visual Studio 2003, Symbian Series 60 SDK.

GPSTracking
Description: Obtaining location data from GPS receiver and sending it to the server using SOAP protocol.
Technologies: Visual Studio 2003, Symbian Series 60 SDK.

WilePlayer
Description: Mp3 player for s60 3rd edition.
Technologies: Carbide C++, Symbian s60 3rd edition SDK.

EDUCATION

- **May 2003 – July 2005,** Computer Academy "STEP". Software Development;
- **September 1997 – June 2003,** Kharkiv Road-Transport University. Automobiles and automobile management.