

Denis Cherny, Mobile Developer

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SUMMARY

Experienced mobile developer with a passion for delivering exceptional user experiences. Skilled in iOS and Android platforms, with 5 years of development experience. Adaptable in selecting tools and technologies, and committed to learning new skills to deliver high-quality products.

TECHNICAL SKILLS

Languages: Swift, Objective-C, Kotlin, Java, JavaScript, Python, C#, C++, SQL (SQLite)

Frameworks - iOS: SwiftUI, UIKit, Combine, async/await, CoreData, CoreLocation, CoreBluetooth, CryptoKit, UserDefaults, Keychain, XCTest, Snapshot Testing, Mapbox, SnapKit, Stevia

Frameworks - Android: Jetpack Compose, UI Layouts, Kotlin Coroutines, RxKotlin, Jetpack Room, SQLiteOpenHelper, OkHttp, JUnit, Media API

Best practices: SOLID, KISS, YAGNI, TDD, and Clean Architecture

UI architectures: MVC, MVP, MVVM, MVVM+C, and VIPER

Developer Tools: Git, Azure, Xcode, Android Studio, VS Code, Github Actions, Bitrise, Postman, Docker

EXPERIENCE

Mobile Developer(iOS/Android)

Dec. 2019 – Feb. 2023

Storytelling Software

Taganrog, Russian Federation

- Achieved stability in speed and quality for a struggling project within a month by leading team of 2 developers
- Increased sprint output by 10 story point increase by refactoring legacy codebase
- Improved team effectiveness by introducing suitable technologies to increase productivity
- Reduced internship duration from 9 to 2 months with new educational plan
- Mentored interns, resulting in 2 new specialists added to the team

PROJECTS

Lity | *Swift, SwiftUI, async/await, Combine, CoreLocation, CryptoKit, Azure*

Nov. 2022 – Feb. 2023

- Reduced run-time crashes to minimum by reworking DI for compile safety
- Improved overall app performance by fixing SwiftUI redraw cycles
- Simplified app debugging for QA with ride replay feature

Sound Oasis | *Kotlin, Java, Jetpack Compose, Coroutines, Hilt, Room, Media, Notifications* June 2022 – Nov. 2022

- Increased dev team speed by conducting massive refactoring of legacy codebase
- Successfully launched 5 app variations on Play Market after leading the review process
- Improved Media Player stability on Android devices from various manufacturers for a better user experience
- Achieved a 1 week onboarding time for junior members by simplifying User Stories through decomposition

Nexar | *Swift, Objective-C, UIKit, SnapKit, CoreLocation, CoreBluetooth*

Apr. 2021 – Dec. 2021

- Integrated Uber and refactored Onboarding module with a team
- Lowered regression risk with unit and integration tests for critical modules
- Interfaced hardware camera via Bluetooth and WiFi, showcasing hardware-software integration expertise

eXpenso | *Swift, SwiftUI, UIKit, CoreData, Keychain, Notifications*

Nov. 2020 – Apr. 2021

- Achieved smoother user experience by leveraging SwiftUI animation difficulties on complex UI
- Identified layout inconsistencies and leveraged SwiftUI layout difficulties to achieve pixel-perfect interfaces
- Successfully included Passcode lock feature in initial release by strategically balancing tradeoffs

Freebie | *Swift, UIKit, Storyboards, SnapKit*

June 2020 – Nov. 2020

- Identified Storyboard layout issues and used code-based layout for precise control
- Collaborated closely with back-end team during development

EDUCATION

Southern Federal University

Bachelor of Computer Science

Taganrog, Russian Federation

Sep. 2016 – July 2020