

KIRYL RAMANOUSKI

SOFTWARE ENGINEER

Email

kiryl@ramanouski.com

LinkedIn:

www.linkedin.com/in/kiryl-ramanouski

Address

Warsaw, Poland

ABOUT ME

- Software Engineer with 12+ years of experience.
- Fluent in native iOS and Flutter development.
- Worked in companies of various sizes, ranging from 30 to 1,000 employees.
- Capable of contributing as an individual contributor, a reliable team player, or leading a small team.
- Experience in both product-based and outsourcing companies.
- Successfully delivered over 15 native iOS apps and 5 Flutter apps.
- Result-driven and focused on delivering value and success.
- Hobbies: exploring new technologies and playing board games.

SKILLS

Languages: Swift, Dart, Python.

Can read/understand: Objective-C, Kotlin, Type Script, Java.

Mobile: UIKit, SwiftUI, Combine, Alamofire, Moya, URLSession, Foundation, Concurrency, GCD, SocketIO, Starscream, Firebase, Swinject, Map Kit, Lottie, SwiftProtobuf, CoreBluetooth, SPM, CocoaPods, Crashlytic, CoreData, SwiftData, Realm, Google Ads, Stripe, Rive.

Architectures: MVVM, MVC, MVP, Clean Architecture, Viper.

Web protocols: REST, WebSocket, gRPC.

Cross-platorm: Flutter, kotlin native.

Methodologies: Scrum, Kanban, Scrumban.

Tooling and CI/CD: Github Actions, Fastlane, Firebase distribution, Jenkins.

LANGUAGE - ENGLISH B1-B2

EXPERIENCE

Software developer, Solbeg — 2023.10 - Present

- Development Windows/Mobile versions of apps based on Flutter and iOS.
- Leading of Flutter team.
- Searching for the best solutions, selection and studying technologies, and implementation them in the development process.
- Designed and implemented new architectural solutions to improve scalability and maintainability.

Tech Stack: SwiftUI, Combine, gRPC, REST, Google ads, Concurrency, Rive, Flutter.

Team size: Depends of project 3 - 7 developers

iOS developer, Wimix — 2018-2023.07

In the company, I progressed from a middle iOS developer to a senior. I also completed many apps for clients from different parts of the world, and there I started as a Flutter developer.

- Design and implement new features to enhance applications
- Maintaining code quality and ensuring adherence to industry standards
- Communicate with team, founding best development practice.

Tech stack: MVC, MVVM, Clean Architecture, Viper, SwiftUI, UIKit, Moya, Alamofire, Starscream, SocketIO, Foundation, Core Data, Realm, Firebase(remote config, remove database, crashlytic, storage, analytic, auth.), CoreBluetooth, Apple/Google Maps, Stripe, CocoaPods etc.
Kotlin native/Flutter cross-platform libraries.

Team size: Depends of project 4 - 8 developers

iOS/Windows mobile developer, IDS — 2013-2018

Start of career as iOS developer plus windows mobile.

- Development on windows/windows mobile/CE and iOS systems.
- Ensuring that applications are optimized for both performance and user experience.
- Design and implement new features to enhance applications
- Providing technical support to internal and external users as needed

Tech stack: MVC, MVVM, UIKit, Alamofire, Foundation, Core Data, CoreBluetooth, NFC, CocoaPods.

Team size: 3 devs

EDUCATION

Belarus State University of Informatics and Radioelectronics — Computer-aided design 2009-2014