



## Vitalii Parovishnyk

Apple Mac OS X / iOS Developer

### Contacts:

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### Summary:

- 9+ years of experience in professional software development;
- 7+ years of experience in game development;
- Rich expertise in Desktop Game/Software development (macOS);
- Rich expertise in Mobile Game/Software development (iOS);
- Rich expertise in Management.

### Education:

- Kharkov Patent-Computer College, July 2006, Programmer-Mathematician.
- State Technical University of Agriculture, Department Power engineering and the computer technologies, specialty Automated Control of Technological Processes & Production.

### Languages:

- English: (Upper Intermediate),
- Russian: (Native),
- Ukrainian: (Native),

### Programming Languages:

- Objective-C,
- Swift,
- C, C++,
- Bash, AppleScript
- Python

### Working Experience:

- |  |                   |
|--|-------------------|
| • Freelance, Senior iOS/macOS/tvOS Developer       | 04.2016 — Current |
| • Catalyst Apps, Senior Game Developer             | 10.2013 – 04.2016 |
| • WebDevs, Senior Software Developer               | 03.2012 – 10.2013 |
| • DataArt Solutions, Inc., Game/Software Developer | 09.2011 – 03.2012 |
| • Gameloft, Senior Game Developer / Technical Lead | 11.2008 – 08.2011 |
| • SP Evseev, System / DB Developer                 | 08.2006 – 08.2008 |

### Additional info:

Portfolio: <http://IGRSoft.com/Portfolio.pdf>  
Web: <http://IGRSoft.com>  
GitHUB: <https://github.com/iKorich> , <https://github.com/IGRSoft>

**Libraries and Frameworks:**

- OpenGL, Cocos2D/Cocos2D-X
- CoreGraphics, CoreAnimation, CoreData, CocoaTouch, UIKit, CoreLocation etc,
- SpriteKit,
- AFNetworking, MagicRecord, ShareKit, JSONKit,
- libimobiledevice.

**Data Storages:**

- SQLite, SQL
- JSON, XML, Plist.

**Platforms:**

- Apple iOS,
- Apple macOS,
- Apple tvOS,
- Linux,

**Development Environment:**

- Xcode, QtCreator, MS Visual Studio, GCC,
- Automator

**Version Control Systems:**

- Subversion (SVN),
- Git,

**Continuous Integration:**

- Jenkins,
- Xcode Server.

**Development Experience:**

- 2D/3D games for Apple iPhone / iPad;
- 2D/3D games for Apple macOS;
- Cross-platform development using C/C++;
- Development of network and multithreaded applications;
- Object-Oriented Design;
- Design Patterns.