

Pavel S. Mazurin

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PERSONAL:

Place of residence: Amsterdam, The Netherlands

Citizenship: Russia

OBJECTIVE:

Obtain a position as a senior developer or team lead in IT department. Improve professionally and utilize my current experience of mobile application development and iOS/Mac OS X/Linux/Unix platform knowledge.

SUMMARY:

- 5 years experience Objective-C iOS/Mac OS developer.
- 2 years experience as JavaScript (JSVM, HTML + AJAX, DOM) developer.
- 1.5 years experience as Java developer.
- 1 year experience as C++ developer (WindowsMobile, Symbian).
- 2 years experience as Web developer based on PHP technology.
- Extensive knowledge of Unix/Linux platform.
- Team lead with 2 years experience.

COMPUTER SKILLS:

- **Languages:** Objective-C (Mac OS X, iOS), JavaScript, node.js, Java, C/C++, C#, PHP, HTML, XML, XPath, CSS, Perl.
- **Databases:** SQLite, PostgreSQL, MySQL, mongoDB.
- **Operating Systems:** Mac OS X, General Linux and Windows.
- **Utilities:** Ant, Git, Subversion, CVS, SSH, FTP.
- **Software:** Xcode, Apache, Tomcat, MS Office, MS Visual Studio .NET, JetBrains IntelliJ IDEA, Eclipse, Zend Studio Developer.

JOB EXPERIENCE:

TomTom (<http://www.tomtom.com>)

June 2011 - present

- Participated in releases of TomTom [application](#) for iOS as a part of a 5 developers team.

Major contribution in porting existing iPhone application to iPad. Existed code base didn't support tablet logic (for instance, it was not possible to show two maps at a time), so I had to fix that.

Developed social media integration (Facebook, Foursquare, Twitter).

The most challenging part for me was a huge existing code base in C++, which I had to maintain.

Technologies used: Objective-C.

Unreal Mojo (<http://www.unrealmojo.com>)

March 2011 – June 2011

- March 2011 – May 2011
 - Developed [Телеканал ТНТ](#) v1.0 for iPhone and iPad – 2 developers.

THT (TNT) is a Russian entertainment TV network, which mainly broadcasts TV series. Developed an app which allowed users to buy and watch episodes of TV series.

In this project the most challenging part was to create a cowerflow-like control for iPhone version.

Technologies used: Objective-C, Store Kit.

- May 2011 – June 2011
 - Participated in development of [goInvest](#) for iPad – 3 developers.

SperaSoft (<http://www.sperasoft.com>)

September 2005 – March 2011

- March 2010 – March 2011
 - Developed [Money iQ](#) application for iPhone – 2 developers.

Money iQ is a personal finance software for iPhone that allows to generate nice-looking reports based on users day-to-day expenses/incomes input. It also has budgeting functionality, which helps user to plan how much money he would like to spend on a certain period for some category or account. There are a lot of different features, so you may test it - [Money iQ lite](#) is free for download.

I worked as a lead developer on this project. Started it from scratch. Designed application architecture and database.

Technologies used: Objective-C, SQLite.

- February 2007 – August 2010
 - Worked as a team leader in the [hiplogic's Spark](#) project – 7 developers from a SperaSoft side.

Spark is an opensource framework that allows user to run javascript applications on different mobile platforms (Symbian, WindowsMobile, Android). Ideology is quite close to J2ME, but language for applications developers is javascript.

- Developed various javascript applications, based on Spark technology. All communications with server were handled asynchronously, using AJAX technology.
- Took part in Symbian port development. Ported it to UIQ.
- Developed from scratch WindowsMobile port of Spark.
- Helped with Android port set up and development.
- Developed from scratch Javadoc-like documentation generation tool for javascript code, based on regular expressions.
- Developed Java-based simulator frontend (for C++-based backend - it was written by a member of my team).

Technologies used: Java (J2SE), Regular Expressions, C++, JavaScript, AJAX, Ant.

- February – September 2008
 - Created Java testing framework based on a Selenium testing library for a billing portal. Developed tests utilizing created framework.

Main challenge in this task, besides framework creation, was parallel running of created tests on different machines and browsers. I created an Ant script, which solved this task (remote ant was used to run ant script on a remote server).

Technologies used: Java, Selenium, Ant, Maven.

- September 2006 – March 2007
 - Developed Objective-C dynamic library that provides interface for communication between two applications through Skype protocol. While Skype is running, it allows applications to send data by its protocol.

Technologies used: Objective-C

- March – September 2006
 - Developed Objective-C daemon (Mac OS). This application provides access to AddressBook application via HTTP protocol. Daemon allows user to get a list of contacts, add/delete/update contacts to user's AddressBook.
- September 2005 – March 2006
 - Expertise Linux platform and created various Shell/Perl scripts.
 - Designed PostgreSQL databases with PL/SQL scripts to manage provided data.
 - Worked with JUnit, Log4J libraries/tools.

PERSONAL EXPERIENCE:

- January 2012 – March 2013
 - Developed [Smart Coin](#) – currency converter for iPhone/iPad.

The main goal of this project was to understand all processes of application development, including iTunesConnect, localization and many other aspects. I tried to use as much unknown (for me) technologies as possible.

Even though this app looks quite simple, there were a lot of challenges. For instance, Smart Coin supports 19 languages, allows to change them “on the fly”, without restart of the application.

In order to support historical currency rates for different sources, I had to write a bot, which collected and stored currency rates in a database, and server API for application to get these rates in JSON format.

Technologies used: Objective-C, Store Kit, Push Notifications, Core Graphics, AFNetworking. Server: node.js, mongoDB, MySQL, nginx.

- December 2012
 - Developed [itc.cli](#) – open source command line interface for iTunesConnect.

It allows a developer to automate application metadata update for different localizations. I.e. uploading screenshots, changing description, keywords, etc.

During development of Smart Coin I realized that it takes enormous amount of time to upload localized screenshots to iTunesConnect (5 screenshots for iPhone, iPad and iPhone 5, 19 languages = 285 screenshots). I always wanted to write something useful in python, so that's how this project was born.

Technologies used: Python, HTTP proxy.

- July 2012
 - Developed [PMCalendar](#) – open source iOS calendar component.

Technologies used: Objective-C, Core Graphics, Core Text.

- August 2010 – December 2010
 - Developed a dual-stick shooter game for iPhone.
This project was never released and is currently frozen.

Technologies used: Unity iPhone.

- October – December 2008
 - Developed [Divine Office](#) application for iPhone.
Divine Office is an application that allows user to download and play daily prayers.

Technologies used: Objective-C, Core Audio.

EDUCATION:

- **2002 – 2006, ITMO**
Saint-Petersburg University of Information Technologies, Mechanics and Optics
Computer Technologies Department
- **1998 – 2002, PML 239**
Physical and Mathematics Lycée №239
- **1992 – 1998, State Secondary School №10**

LANGUAGE:

English, Russian (native)