
Completed Projects:

Software:

App to manage e-cars (NDA)

Customer: NDA,
Description: App provide service to charge e-cars,
Languages: Objective-C, Swift,
Platform: iOS (iPhone),
Environment: Xcode,
Position: Team Lead / Senior Developer,
Role:

- Architecture;
- Networking;
- Services;
- Parsers;
- GUI.

App to provide services (NDA)

Customer: NDA,
Description: Like a Booking app, but for Services,
Languages: Objective-C,
Platform: iOS (iPhone/iPad),
Environment: Xcode,
Position: Senior Developer,
Role:

- Full Development Cycle.

App to sell car (NDA)

Customer: NDA,
Description: App allow user to inspect car before sell it,
Languages: Objective-C,
Platform: iOS (iPad),
Environment: Xcode,
Position: Senior Developer,
Role:

- Full Development Cycle.

App to fix photos (NDA)

Customer: NDA,
Description: App like - <https://itunes.apple.com/ua/app/facetune/id606310581?mt=8> ,
Languages: C++, Objective-C,
Platform: iOS (iPhone/iPad),
Environment: Xcode, OpenCV, GPUImage,
Position: Senior Developer,
Role:

- Full Development Cycle.

Refer.To

Customer: WebDevs,

Description: The easy way to connect customers & businesses.

Full Description and App here - <https://itunes.apple.com/au/app/referto/>

[id542674074?mt=8](https://itunes.apple.com/au/app/referto/id542674074?mt=8) ,

Languages: C++, Objective-C,

Platform: iOS (iPhone),

Environment: Xcode, ASIHTTPRequest, FlurryLib, JSONKit, ShareKit etc,

Position: Senior Developer,

Role:

- DataBase manager;
- Front-End Server;
- Developing User Profile;
- Optimization (setup ARC, speedup, multithreading)
- Developing social system.

TPControl

Customer: WebDevs (Touchpanel Control),

Description: Application for smart houses.

Full Description and App here - <https://itunes.apple.com/us/app/tpcontrol/>

[id348715945?mt=8](https://itunes.apple.com/us/app/tpcontrol/id348715945?mt=8) ,

Languages: C++, Objective-C,

Platform: iOS (iPad/iPhone),

Environment: Xcode, GCD, d3des, JSONKit, speex, curl,

Position: Senior Developer,

Role:

- iOS 7 adaptation;
- Sound, Network & Multitouch systems;
- Parsers.

Avizia Educator

Customer: WebDevs (Avizia Inc),

Description: Manager for presentation.

Full Description and App here - <https://itunes.apple.com/us/app/avizia-educator/>

[id662039343?mt=8](https://itunes.apple.com/us/app/avizia-educator/id662039343?mt=8) ,

Languages: C++, Objective-C,

Platform: iOS (iPad),

Environment: Xcode, GCD, d3des, JSONKit, etc,

Position: Senior Developer,

Role:

- iOS 7 adaptation;
- DataBase manager;
- Controller Manager;
- Multithread system;
- Parsers.
- GUI.

Коммерсант ТВ

Customer: Kommersant,

Description: Read and Watch News from Kommersant.

Full Description and App here - <https://itunes.apple.com/app/kommersant/id516313586?mt=8> ,

Languages: C++, Objective-C,

Platform: iOS (iPad),

Environment: Xcode, ASIHTTPRequest, OAuth, Core Data, JSONKit,

Position: Middle Developer,

Role:

- Views refactoring
- Bug fix;
- Optimization for iPad

BMW Approved Used Cars for iPad

Customer: BMW Group,

Description: An order vehicles online.

Full Description and App here - <http://itunes.apple.com/app/bmw-approved-used-cars-for/id520434632?mt=8> ,

Languages: C++, Objective-C,

Platform: iOS (iPad),

Environment: Xcode, ASIHTTPRequest, FlurryLib, FontLabel, OAuth, Core Data, JSONKit,

Position: Middle Developer

Role:

- Developing User Profile;
- Developing Vehicle Views;
- Optimization for iPad
- Developing social system.

Games:

Pet Buddies

Customer: Catalyst Apps

Description: DressUp. Full Description and App here - <https://itunes.apple.com/nz/app/pet-buddies/id852224786?mt=8>

Platform: iOS (Universal)

Languages: C++/Objective-C

Environment: Xcode, Cocos2d, GAF

Position: iOS Developer

Role:

- Game Engine Development;
- Improvement in cocos2d
- DataBase manager;
- iOS 8-9 adaptation;
- Network manager;
- AI;
- GAF Engine.

The Settlers

Customer: Gameloft

Description: RTS Game.

Full Description and App here - <http://itunes.apple.com/app/the-settlers/id337938346?mt=8>.

Languages: C++, Objective-C, Lua, OpenGL

Platform: iOS (iPhone / iPod)

Environment: Xcode, Flash

Position: Middle Game Developer

Role:

- Development Levels,
- Development Ground system,
- Designing Tutorials,
- Development Game Tools,
- Development Audio Engine.

NFL 2012

Customer: Gameloft

Description: Sport Game.

Full Description and App here - <http://itunes.apple.com/app/nfl-pro-2012/id441083639?mt=8>.

Languages: C++, Objective-C, Lua

Platform: iOS (iPhone / iPod)

Environment: Xcode, OpenGL, Irrlicht, Flash

Position: Technical Lead

Role:

- Developing 3D graphic engine;
- Adapt for Mac OS X;
- Developing game engine

Gangstar 2

Customer: Gameloft

Description: Game.

Full Description and App here - <http://itunes.apple.com/app/gangstar-miami-vindication/id459046576?mt=12>.

Platform: Apple Mac OS X

Languages: C++, Objective-C

Environment: Xcode, Irricht, Flash

Position: Technical Lead

Role:

- Tasks definition and distribution;
- Management of all stages of software development cycle;
- Developing 3D graphic engine;
- Adapt for Mac OS X;
- Developing game engine
- Developing Input engine

Tank Battles

Customer: Gameloft

Description: Game.

Full Description and App here - <https://itunes.apple.com/ru/app/tank-battles/id441082443?mt=12>

Platform: Apple Mac OS X

Languages: C++, Objective-C

Environment: Xcode, Irricht, Flash

Position: Technical Lead

Role:

- Tasks definition and distribution;
- Management of all stages of software development cycle;
- Developing 3D graphic engine;
- Adapt for Mac OS X;
- Developing Security system

Driver

Customer: Gameloft

Description: Game Simulator.

Full Description and App here - <http://itunes.apple.com/app/driver/id343583887?mt=8>.

Platform: iOS (iPhone / iPod)

Languages: C++, Objective-C

Environment: Xcode, Irricht, Flash

Position: Middle Game Developer

Role:

- Development Profile Manager;
- Bug fix

Wild West Guns

Customer: Gameloft

Description: Game.

Full Description and App here - <http://itunes.apple.com/app/wild-west-guns/id304539803?mt=8>.

Languages: C++, Objective-C

Platform: iOS (iPhone / iPod)

Environment: Xcode, Aurora, OpenGL

Position: Junior Game Developer

Role:

- Development Levels,
- Developing UI/UX,
- iOS optimization,
- Development Weapon system,
- Development Cheat system.

IgaBall

Customer: IGR Software (myself)

Description: Platform game. Full Description and App here - <https://itunes.apple.com/us/app/igaball/id880717157?mt=8>

Source Code: <https://github.com/IGRSoft/igaball>

Platform: iOS (Universal)

Languages: Objective-C

Environment: Xcode, SpriteKit

Position: Technical Lead

Role:

- Game Development

KIDiLEARN Russian Alphabet

Customer: Ingengo LLC

Description: Game.

Full Description and App here - <http://itunes.apple.com/app/kidilearn-russian-alphabet/id482484724?mt=8>

Languages: C++, Objective-C

Platform: iOS (iPhone / iPod)

Environment: Xcode, Cocos2D, SharedKit

Position: Middle Game Developer

Role:

- Tasks definition and distribution;
- Management of all stages of software development cycle;
- Developing 2D graphic engine;
- Developing game engine

My Projects:

ipswDownloader

Customer: IGR Software (myself)
Description: ipswDownloader is a lightweight application that was designed in order to provide you with a simple means of getting firmware updates for your Apple device.
Source Code: <https://github.com/IGRSoft/ipswDownloader>
Languages: Objective-C
Platform: macOS
Environment: Xcode, ASIHTTPRequest, Growl-framework, Sparkle-framework
Position: Software Developer
Role:

- Designed DB;
- Development Download Manager;
- Development interaction with iOS Devices
- Development UI;

LockMeNow

Customer: IGR Software (myself)
Description: Lock your screen from the menu bar or by shortcut
Full Description and App here - <http://itunes.apple.com/app/lock-me-now/id464265594?mt=12>
Source Code: <https://github.com/IGRSoft/LockMeNow>
Platform: macOS
Languages: Objective-C
Environment: Xcode, ShortcutRecorder-framework, SGHotKeysLib
Position: Technical Lead
Role:

- Developing Security System;
- Design UI

iGadget Manager

Customer: IGR Software (myself)
Description: Tools to manage your iDevice
Source Code: <https://github.com/IGRSoft/iGadgetManager>
Platform: macOS
Languages: Objective-C
Environment: Xcode, libimobiledevice
Position: Technical Lead
Role:

- Developing;

KisMac2

Customer: IGR Software (kismac-ng)
Description: Tools to Check security for Wi-Fi Network
Source Code: <https://github.com/IGRSoft/KisMac2>
Platform: macOS
Languages: Objective-C / C++
Environment: Xcode
Position: Developer
Role:

- Adaptation for OS X 10.8.x/10.9.x/10.10.x;
- Code Review;
- Added Multithreading, Fixed a lot of base issues.
- Improvement to check Wi-Fi Security
- Design UI;

EX Player

Customer: IGR Software (myself)
Description: EX Player allow you watch video from EX.UA site on Apple TV 4G (with tvOS) and for all iPads, iPhones and iPods Touch with iOS 8.0+.
Source Code: <https://github.com/IGRSoft/exTVPlayer>
Platform: tvOS and iOS
Languages: Objective-C
Environment: Xcode
Position: Technical Lead
Role:

- Developing;

imGuru

Customer: IGR Software (myself)
Description: Share images to imgur service.
Full Description and App here - <https://itunes.apple.com/us/app/imguru/id1012308785?mt=12>
Source Code: <https://github.com/IGRSoft/imGuru>
Platform: macOS
Languages: Objective-C
Environment: Xcode
Position: Technical Lead
Role:

- Developing;

LockWatcher

Customer: IGR Software (myself)
Description: Allows you to detect who is touch your OS.
Full Description and App here - <https://apps.apple.com/ua/app/lock-watcher/id1583462846?mt=12>
Source Code: <https://github.com/IGRSoft/LockWatcher>
Platform: macOS
Languages: Swift + SwiftUI
Environment: Xcode
Position: Technical Lead
Role:

- Developing;

Geo Changer

Customer: IGR Software (myself)

Description: Convert coordinates in few clicks.

Full Description and App here - <https://apps.apple.com/us/app/geo-changer/>

[id1661688468](#)

Source Code: -

Platform: iOS/macOS

Languages: Swift/SwiftUI

Environment: Xcode

Position: Technical Lead

Role:

- Developing core coordinate logic,
- Manage team.

Libraries:

IGRPhotoTweaks

Description: Drag, rotate, scale and crop a photos

Source Code: <https://github.com/IGRSoft/IGRPhotoTweaks>

IGRFastFilterView

Description: Shader Filters View

Source Code: <https://github.com/IGRSoft/IGRFastFilterView>

PhotoSnap

Description: A command line utility to capture an image from the built in camera.

Source Code: <https://github.com/IGRSoft/PhotoSnap>