

# Aleksandr Sergeev

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## Technical Skills

**Like:** oop, concurrency, objective-c++, git  
**Dislike:** nested-loops, switch-case, goto

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## Experience

**Senior Software Engineer** – Tango.me

*October 2014 - Current*

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**iOS developer** – Mail.ru

*November 2012 - September 2014*

code-review, git, ios, objective-c++, core-data, multithreading, teamcity, scrum

I'm working at Mail.ru Group now.

My business unit is named "Instant Messengers"; we are working on most popular IMs in Russia: Mail.ru Agent and ICQ for iOS platform.

Our team consists of

- 6 iOS developers
- a product manager
- a designer
- QA engineers.

We have a close contact with Mac OS X developers team cause we are sharing the same code base.

The first version of our application had been released *before* I joined the team, so I have to deal with a lot of legacy code. The issue is that this code contains some nasty bugs. Cause of my experience of multithread programming and my strong C/C++ background, my main task is to solve all these concurrency and memory management issues.

My main responsibility is the refactoring of our program core in order to fix bugs, improve program architecture and make the core stable. I'm also involved in a code review process which is widely used in our team.

I participate in hiring process and I conduct technical interviews not just for your team, but for others Mail.ru projects as well.

### Applications:

#### ICQ for iOS

Official iOS client for the first instant messaging service.

<https://itunes.apple.com/us/app/icq-video-calls-and-messages/id302707408?mt=8>

#### Mail.ru Agent for iOS

About 567 000 active users.

<https://itunes.apple.com/us/app/agent-free-voice-calls-sms/id335315530?mt=8>

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**Product manager** – SUP Fabrik

*May 2012 - October 2012*

product-management, google-analytics, flurry, specifications, confluence

I became a product manager in SUP Media cause I was thinking it would become a step forward in my experience of understanding the software development process.

My responsibilities were to search for subcontractors for our mobile application projects, to describe tasks for them and write specifications and to control the process of their work and results.

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**iOS Developer** – SUP Fabrik  
oop, jira, ios, gui, user-interface, core-graphics

May 2010 - April 2012

My employer offered me to try myself in iPhone programming and I accepted this offer. I joined the "Livejournal.com iPhone client application" project, more known as "LJ app". Our team included:

- 2 developers,
- a product manager,
- a designer,
- a QA engineer.

I've started from learning Objective-C and basics of iPhone SDK and I've finished as a main developer of a Livejournal client application for iOS.

My main task was to develop an iPhone application according to specification and design.

When the second programmer left the company and I left alone, I had to solve all technical issues, from software architecture issues, programming, debugging to making releases and iTunes Connect account maintenance.

During this time I made a component which layouts and renders user content (HTML) in background thread (with a *CoreGraphics*). It works extremely fast even on old iPhone models and provides great user experience.

I consider my largest achievement was a creation of a full featured Livejournal client applications which displays rich (text, images, links etc) users content **native components** before Facebook announced their fast, native application update.

**Applications:**

Livejournal client for iOS

About 100 000 active unique users per month.

<http://itunes.apple.com/ru/app/livejournal/id383091547?mt=8>

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**Backend C++ developer for Linux** – SUP Fabrik  
c, c++, linux, sockets, posix, mysql, jira, postgresql, highload, cmake, svn

April 2008 - August 2010

I started as a backend C++ developer for Linux environment. I was working in a group of 5 programmers. Our tasks were to improve the speed, reliability and functionality of backend parts of a livejournal.com. My responsibilities were to develop the server applications on C++ for Linux (discuss the architecture, write code and unit tests, debug, write technical documentation), build binary packages (deb and rpm for Debian and RedHat Linux systems respectively) and help system administrators to deploy and support our software.

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**Backend C++ developer for Linux** – Electropay

January 2007 - June 2008

c, c++, sockets, libcurl, openssl, security, multithreading, posix, daemon, mysql, network-programming

I was a programmer in a team of 3 developers and one designer. I was the only developer who was dealing with a backend.

My task was to write a server application for Linux environment on C++ from scratch as a replacement for the very first version (the very first version had been written by company's founders on PERL language).

My server application takes data (payments) from database and sends it to customers via network . It supports modules to handle different protocols and uses multiple threads in order to deal with large amount of payments.

My main responsibility was: developing, testing, support and enrol in production this C++ server (UNIX daemon).

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## Education

**Master of science** – Moscow university of steel and alloys

2004 - 2009

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## Projects & Interests

**Agent@Mail.ru with free voice calls and SMS for iPhone, iPod touch, and iPad** –

<https://itunes.apple.com/us/app/agent-free-voice-calls-sms/id335315530?mt=8>  
ios, objective-c, core-data, multithreading

"Agent Mail.Ru lets you talk to your friends and family from your iOS device. Instant messaging, free audio calls and SMS, photo and video sharing and many other features."

"The first version of our application had been released before I joined the team, so I have to deal with a lot of legacy code. The issue is that this code contains some nasty bugs. Cause of my experience of multithread programming and my C/C++ background, my main task is to solve all these concurrency and memory management issues.

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**App Store — LiveJournal** – <http://itunes.apple.com/ru/app/livejournal/id383091547?mt=8>  
objective-c, objective-c++, html, xml, networking, core-data, core-graphics, multithreading, c++  
Livejournal.com official iOS client

"When the second programmer left the company and I left alone, I had to solve all technical issues, include software architecture issues, programming, debugging and iTunes connect account maintenance."

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**App Store - Talerka** – <http://itunes.apple.com/us/app/talerka/id484985988?mt=8>  
core-data, objective-c, objective-c++, c++, networking, xml, project-management, product-management  
Cooking application by Andrey Azarov. Made to order company AppTeka LL.

Developer of an iPhone/iPad version and a product/project manager a bit

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**LiveJournal.com** – <http://livejournal.com/>  
c++, highload, sockets

LiveJournal is a vibrant global social media platform where users share common passions and interests.

As a part of software development team (SWD) I wrote some internal low-latency C++ server apps (linux deamons) for LiveJournal.com back-end services

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## Tools

**First Computer:** Pentium || 266 mhz 64 mb ram 800 mb hdd  
**Favorite Editor:** vim

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## Background

I speak French cause I studied French in primary school but I have forgotten a lot without regular practice.

I love swimming and gym.