

# Nikita Nikitin

## Software engineer

Toronto, ON, Canada  
nikitin.ninise@gmail.com ;  
+1 (437) 545-1337

[Linkedin](#)

[GitHub](#)

### SUMMARY

Dedicated Software engineer with a 7-years track record of building software. Armed with a Bachelor's degree in Software Engineering, I never stop learning new technologies but still stick to the proven design patterns and SOLID principles of software development.

### TECHNICAL SKILLS

- Web Development, NodeJS, Javascript, MongoDB, ExpressJS, React, Redux, NextJS, handlebars, HTML, CSS, XML, npm, python, PostgreSQL, tensorflow, pydantic, sqlalchemy, numpy;
- iOS development, Swift, iOS Frameworks, SwiftUI/UIKit, Combine, RxSwift, Alamofire, CoreData/SQLite, REST API, WebSockets, socket.io, WebRTC (Audio/Video calls), CallKit/Voip, Push notifications, AWS S3 file handling, NFC chips scanning and decoding, Google SignIn/Places/Maps;
- Android development, Java, Kotlin, SQLite, Room, Realm, Jetpack Compose, Coroutines, REST API, Firebase (Messaging, notifications, firestore, realtime database, storage, events, crashlytics);
- Team management, Scrum, Kanban, Trello, Asana, JIRA;
- Ubuntu, nginx, DigitalOcean.

### WORK EXPERIENCE

**CUEMILL CORP**, Toronto, Canada

2023 - Present

*Software engineer*

Proximity based social network, that transforms physical objects and interactions to digital by using NFC based technology.

- Developed iOS application in a proximity-enhancing technology startup;
- Utilized NFC chips and technologies like Swift, SwiftUI, socket.io, and WebRTC;
- Amplified conversations with messaging chats and Voice/Video calls (WebRTC/socket.io);
- Integrated VoIP and CallKit for clear communication;
- Worked on the web version of the app using VanillaJS, Saas and handlebars;
- Contributed to both the iOS codebase and backend (NodeJS);
- Implemented offline mode and caching (SQLite) to enhance UX.

**SIVOH INC**, Augusta, USA

2017 - 2023

*Software engineer*

Developing and maintaining the mobile apps [Uplift Prayer](#) (social network for church communities) and establishing a backend server that has 400+ requests, from the grounds up for 6 years:

- Created architecture using MVC, making the app modular helped greatly scale it to the current version 4.1 with a lot of features that were not planned in the beginning, for example - open groups that host 28 churches in the US (10-150 members);
- Built iOS version of the app using Swift, 4 different ways of making of UI were used, storyboards, xibs, swift code and SwiftUI;
- Established a NodeJS server using ExpressJS and MongoDB that have 2.4K monthly users and 300+ daily users;
- Participated in Android development using Java/Kotlin, starting from version 2.0, I was the only one who is in charge of Android development, fully cloning the iOS app functionality and performance;
- Incorporated Firebase for push-notifications using Firebase Cloud Messaging, Image Storage (Storage service), Real time chat (rich usage of Firestore) for individuals and groups with all main functionality, Firebase Analytics to get metrics for business analysts, and also Crashlytics to know when things go wrong.

**Starlet Studio**, Kyiv, UA

2017 - 2019

*Software engineer / Team lead / CEO*

- Built an event management app for iOS where users create online/offline events, paid/ free, and attract an audience to meetings. Utilized Google Maps SDK to show events on the map.
- Developed a talent-hiring app for Android to simplify employers' search for new employees, created chatbots to make it easy to onboard new talents in the app and improved work with the custom UI, which resulted in an increasing number of finished profiles on 11% and screen time in the app on 16%.
- Created two app-builders for creating games for Android (QuickAppNinja, more than 430,000+ people worldwide choose this app builder). These types of games are extremely profitable on Google Play. During these projects, I made dynamic parameters in the app, custom UI, and embed Facebook and Google ads into apps for monetization.

**Computools LLC** (outsource company), Zaporizhzhya, UA

2016 - 2017

### *Android developer*

- Created an Android app for restaurants that helped speed up order processing by 23% and increase conversion by 12% - at this project.
- Built P2P chat - the company received a fully encrypted chat for secure correspondence, during this project I used the web sockets and the basics of end-to-end encryption.
- Developed a program for a photo booth (instant box) with photographing, photo editing, and printing for shopping malls. During this project I created an editor for photos programmatically, and program Android smart TV.
- Implemented a cloud file manager for internal company use. It standardized storing files and speeded up work with the database. I utilized Google cloud and Google auth.

## **EDUCATION**

**Zaporizhzhya Institute of Economic and Information Technologies**, Zaporizhzhya, UA

2013-2017

Bachelor's degree in Software Engineering

## **CERTIFICATIONS**

[Swift Language Basics - Learn to Code the Right Way for iOS](#) - 2016

[Kotlin for Beginners: Learn Programming With Kotlin](#) - 2017

[The Complete Developers Guide to MongoDB](#) - 2017

[Java Design Patterns and Architecture](#) - 2017

[Learn and Understand NodeJS](#) - 2017

[Blockchain and Bitcoin Fundamentals](#) - 2018

[iOS development](#) - 2022

[DeepLearning.AI TensorFlow Developer](#) - 2023

[Natural Language Processing in TensorFlow](#) - 2023

[Sequences, Time Series and Prediction](#) - 2023

[Convolutional Neural Networks in TensorFlow](#) - 2023

[Introduction to TensorFlow for Artificial Intelligence, Machine Learning, and Deep Learning](#) - 2023

## **LANGUAGES**

English (Full Professional Proficiency)

French (Limited Working Proficiency)

Ukrainian (Native or Bilingual Proficiency)

Russian (Native or Bilingual Proficiency)