

## Personal Information

<b>First Name</b>	<b>Maksim</b>
<b>Last Name</b>	<b>Zaremba</b>
<b>Birthdate (yyyy-mm-dd)</b>	<b>1977-03-06</b>
<b>Marital Status</b>	<b>Married</b>
<b>Children (year)</b>	<b>2007, 2013</b>



## Contact Information

<b>Country</b>	<b>Poland</b>
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<b>Home Site</b>	<a href="https://www.softzenware.com">https://www.softzenware.com</a>

## Objectives

**To obtain a position as a software developer.**

## Education

<b>High School (University)</b>	<b>Belarusian State University of Informatics and Radio-electronics, Minsk</b>
<b>Faculty</b>	<b>Radio Engineering and Electronics</b>
<b>Speciality</b>	<b>Radio engineering</b>
<b>Year of matriculation</b>	<b>1994</b>
<b>Year of graduation</b>	<b>1999</b>
<b>Qualification</b>	<b>Radio engineer</b>
<b>URL</b>	<a href="http://www.bsuir.by">http://www.bsuir.by</a>

## Foreign Languages

<b>English</b>	<b>Intermediate</b>
<b>German</b>	<b>Elementary</b>
<b>Russian</b>	<b>Native</b>
<b>Belarussian</b>	<b>Advanced</b>

## Professional Experience

<b>Organization</b>	<b>Oxagile ( <a href="http://www.oxagile.com">http://www.oxagile.com</a> )</b>
<b>The period of work (YYYY/MM)</b>	<b>from 2014/12 to current time</b>
<b>Project</b>	<b>No name</b>
<b>Project overview</b>	<b>Secure corporate messenger</b>
<b>Position</b>	<b>Senior iOS Developer</b>
<b>Team size</b>	<b>30</b>
<b>Responsibilities</b>	<b>Writing secure corporate messenger</b>
<b>Technologies</b>	<b>Objective-C, Swift, iOS, Janus, WebRTC, SwiftUI, MVVM, Combine, MVC, YapDatabase</b>
<b>Duration</b>	<b>More than 3 year</b>
<b>Project</b>	<b>ProctorU</b>
<b>Project overview</b>	<b>It is a solution for test students</b>
<b>Position</b>	<b>Senior C++ Developer</b>
<b>Team size</b>	<b>15</b>
<b>Responsibilities</b>	<b>Updating a OpenCV plugin for Kurento</b>
<b>Technologies</b>	<b>C++, OpenCV, Kurento</b>
<b>Duration</b>	<b>1 months</b>
<b>Project</b>	<b>No name</b>
<b>Project overview</b>	<b>It is a solution for recognize vehicles from cameras.</b>
<b>Position</b>	<b>Senior C++ Developer</b>
<b>Team size</b>	<b>4</b>
<b>Responsibilities</b>	<b>Helping integrate solution in other solution</b>
<b>Technologies</b>	<b>C++</b>
<b>Duration</b>	<b>1 months</b>
<b>Project</b>	<b>No name</b>
<b>Project overview</b>	<b>It is a solution for streaming from special cameras.</b>
<b>Position</b>	<b>Senior C++ Developer</b>
<b>Team size</b>	<b>5</b>
<b>Responsibilities</b>	<b>Helping remove ffmpeg in solution streaming by Kurento</b>
<b>Technologies</b>	<b>C, C++, Kurento, GStreamer</b>
<b>Duration</b>	<b>1 months</b>

<b>Project</b>	<b>No name</b>
<b>Project overview</b>	<b>It is a solution for recognize faces, bodies people and vehicles.</b>
<b>Position</b>	<b>Senior C++ Developer</b>
<b>Team size</b>	<b>3-12</b>
<b>Responsibilities</b>	<b>Writing app process videos for Windows</b>
<b>Technologies</b>	<b>C++, OpenCV, DLib, TensorFlow, Python, Pose, MSMF, DNN</b>
<b>Duration</b>	<b>6 months</b>
<b>Project</b>	<b>No name</b>
<b>Project overview</b>	<b>Secure Media Player</b>
<b>Position</b>	<b>Senior iOS Developer</b>
<b>Team size</b>	<b>6</b>
<b>Responsibilities</b>	<b>Writing Media Player for iOS on Swift</b>
<b>Technologies</b>	<b>Swift, SQLite, REST, JSON</b>
<b>Duration</b>	<b>2 months</b>
<b>Project</b>	<b>No name</b>
<b>Project overview</b>	<b>It is a solution for recognize players in the basketball.</b>
<b>Position</b>	<b>Senior C++, Unity, iOS Developer</b>
<b>Team size</b>	<b>4</b>
<b>Responsibilities</b>	<b>Writing virtual model, real model, apps for MacOSX, iOS</b>
<b>Technologies</b>	<b>C++, OpenCV, Unity, Poco, Objective-C, Neuron networks, ARKit, Machine learning</b>
<b>Duration</b>	<b>5 months</b>
<b>Project</b>	<b>ProctorU</b>
<b>Project overview</b>	<b>It is a solution for test students.</b>
<b>Position</b>	<b>Senior C++ Developer</b>
<b>Team size</b>	<b>6</b>
<b>Responsibilities</b>	<b>Writing a OpenCV plugin for Kurento</b>
<b>Technologies</b>	<b>C++, OpenCV, Kurento</b>
<b>Duration</b>	<b>2 months</b>
<b>Project</b>	<b>360 stream</b>
<b>Project overview</b>	<b>It is a solution with stream HLS from 360 Ladybug camera + stream from a Samsung camera in the projection FishEye</b>
<b>Position</b>	<b>C++, bash Developer</b>
<b>Team size</b>	<b>1</b>

<b>Responsibilities</b>	<b>Implementation.</b>
<b>Technologies</b>	<b>FFmpeg, LadyBug SDK, nginx, rtmp, hls, wowza, YouTube, video streaming</b>
<b>Duration</b>	<b>3 months</b>
<b>Project</b>	<b>Wowza challenge</b>
<b>Project overview</b>	<b>It is a plugin for Unity with stream video from scene camera to Wowza server.</b>
<b>Position</b>	<b>iOS + Unity Developer</b>
<b>Team size</b>	<b>1</b>
<b>Responsibilities</b>	<b>Implementation.</b>
<b>Technologies</b>	<b>Unity3d, iOS, Objective-C, C#, GoCoder SDK</b>
<b>Duration</b>	<b>1 month</b>
<b>Project</b>	<b>No name</b>
<b>Project overview</b>	<b>It is SDK for the app for iOS with possibility scan barcodes and make payments.</b>
<b>Position</b>	<b>iOS Developer</b>
<b>Team size</b>	<b>15</b>
<b>Responsibilities</b>	<b>Implementation, writing protocol with server.</b>
<b>Technologies</b>	<b>iOS, Objective-C, Swift, Unit tests, JSON, REST, Scrum</b>
<b>Duration</b>	<b>6 months</b>
<b>Project</b>	<b>360 Player VR</b>
<b>Project overview</b>	<b>Player for play streams HLS, RTSP, RTMP for Cardboard and Gear Vr. Support projections equirectangular, fisheye.</b>
<b>Position</b>	<b>Unity Senior Developer</b>
<b>Team size</b>	<b>1</b>
<b>Responsibilities</b>	<b>Architecture, implementation</b>
<b>Technologies</b>	<b>Unity3D, C#, iOS, Android, CardBoard, GearVr, HLS, RTSP, RTMP, Wowza</b>
<b>Duration</b>	<b>5 months</b>
<b>Project</b>	<b>See2b</b>
<b>Project overview</b>	<b>See2b is a Real Time Communications platform which allows users to contact company representatives directly from the website.</b>
<b>Position</b>	<b>iOS Senior Developer</b>
<b>Team size</b>	<b>3</b>
<b>Responsibilities</b>	<b>Project estimations and development.</b>
<b>Technologies</b>	<b>Objective-C, iOS SDK, UIKit, Foundation, REST, JSON, OpenTok</b>

<b>Duration</b>	<b>3 week</b>
<b>Project</b>	<b>Thrombo360</b>
<b>Project overview</b>	<b>Thrombo360 is a research platform for medical researches.</b>
<b>Position</b>	<b>iOS Senior Developer</b>
<b>Team size</b>	<b>5</b>
<b>Responsibilities</b>	<b>Project estimations and development.</b>
<b>Technologies</b>	<b>Objective-C, iOS SDK, UIKit, Foundation, REST, JSON</b>
<b>Duration</b>	<b>1 month</b>
<b>Project</b>	<b>Beta Research</b>
<b>Project overview</b>	<b>The system should trigger a push notification to consumer's mobile device with invitation to make a short on-line survey when he/she enters/exits or stays in a location for a pre-determined period of time.</b>
<b>Position</b>	<b>iOS Senior Developer</b>
<b>Team size</b>	<b>6</b>
<b>Responsibilities</b>	<b>Project estimations and development. Participated in design of application architecture.</b>
<b>Technologies</b>	<b>Objective-C, iOS SDK, UIKit, Foundation, REST, JSON, Storyboard, Location, iBeacon</b>
<b>Duration</b>	<b>2 months</b>
<b>Project</b>	<b>Zenonhealth</b>
<b>Project overview</b>	<b>It is a native version web portal for iPad and iPhone</b>
<b>Position</b>	<b>iOS Senior Developer</b>
<b>Team size</b>	<b>6</b>
<b>Responsibilities</b>	<b>Project estimations and development. Participated in design of application architecture.</b>
<b>Technologies</b>	<b>Objective-C, iOS SDK, UIKit, Foundation, REST, JSON, Storyboard, Facebook SDK, Google+ SDK</b>
<b>Duration</b>	<b>3 months</b>
<b>Organization</b>	<b>Vamireh (Liqui Games)</b>
<b>The period of work (YYYY/MM)</b>	<b>from 2013/07 to 2014/04 (10 months)</b>
<b>Project</b>	<b>Farm Frenzy Inc</b>
<b>Role</b>	<b>Middle Programmer</b>
<b>Tasks</b>	<b>Game logic, GUI</b>
<b>Environments</b>	<b>Visual Studio 12, XCode 5</b>
<b>Technology</b>	<b>C++, Objective-C</b>

<b>Others</b>	<b>FaceBook</b>
<b>Duration</b>	<b>10 months</b>
<b>Organization</b>	<b>Oofsource</b>
<b>The period of work (YYYY/MM)</b>	<b>from 2011/10 to 2013/03 (1 year 6 months)</b>
<b>Project</b>	<b>"MORRT" MMO, 3D</b>
<b>Role</b>	<b>Lead Programmer</b>
<b>Tasks</b>	<b>Game logic, iOS support, game-design</b>
<b>Environments</b>	<b>Unity, MonoDevelop, Visual Studio 12, XCode 4</b>
<b>Technology</b>	<b>C#, Objective-C, SQL, PHP</b>
<b>Others</b>	<b>Photon, NGUI, FaceBook</b>
<b>Duration</b>	<b>6 months</b>
<b>Project</b>	<b>Reload "Turn The World"</b>
<b>Role</b>	<b>Senior Developer</b>
<b>Tasks</b>	<b>Game logic, game-design</b>
<b>Environments</b>	<b>XCode 3-4</b>
<b>Technology</b>	<b>Objective-C, iOS, iPhone</b>
<b>Duration</b>	<b>2 months</b>

<b>Archive Experience</b>	
<b>Organization</b>	<b>Viaden Media ( <a href="http://www.viaden.com/">http://www.viaden.com/</a> )</b>
<b>The period of work (YYYY/MM)</b>	<b>from 2010/04 to 2011/09 (1 year 6 months)</b>
<b>Organization</b>	<b>MoveYourWeb (Apalon) (<a href="http://www.apalon.com">www.apalon.com</a>)</b>
<b>The period of work (YYYY/MM)</b>	<b>from 2009/01 to 2010/03 (1 year 3 months)</b>
<b>Organization</b>	<b>Wargaming.net (<a href="http://www.wargaming.net">www.wargaming.net</a>)</b>
<b>The period of work (YYYY/MM)</b>	<b>from 2008/02 to 2008/12 (10 months)</b>
<b>Organization</b>	<b>Arise Games ( <a href="http://www.arisegames.com">www.arisegames.com</a> )</b>
<b>The period of work (YYYY/MM)</b>	<b>from 2007/02 to 2008/01 (1 year)</b>

Knowledge			
Technology	Experience (years)	Last use (year)	Level(expert, advanced, average, novice)
Programming languages and scripts			
Objective-C	10	2023	average
Swift	4.5	2023	average
C/C++	8	2023	average
C# (Unity)	1	2017	novice
Python	0.10	2018	novice
API, libraries, technologies			
iOS	11	2023	average
WebRTC	4	2022	average
Cocoa Pods	6	2023	average
SwiftUI	0.1	2022	novice
STL	5	2019	average
Flurry	0.6	2020	novice
Poco	0.3	2017	average
Photon(Unity)	0.6	2013	novice
NGUI (Unity)	0.6	2013	novice
Media Servers			
Janus	3	2022	average
Kurento	3	2022	average
Architectures			
MVC	10	2022	average
MVVM	1	2022	average
Databases			
YapDatabase	1	2022	novice
Realm	0.1	2018	novice
SQLite	0.2	2018	novice
SQL	0.3	2013	novice

Network protocols			
TCP/IP (programming, system administration)	4.6	2013	advanced
HTTP (programming, system administration)	4	2018	advanced
Development environments			
XCode 3-11	9	2020	advanced
Microsoft Visual Studio 6.0, 7.0, 7.1, 8.0, 10.0, 12.0, 2013, 2015, 2017	10	2018	advanced
gcc	1	2018	average
MonoDevelop(Unity)	1	2017	average
Game engines			
Unity 3D	1	2017	average
Cocos2d	2	2015	advanced
Operating systems			
MacOsX 10.5-13.1	9	2023	advanced
Ubuntu	0.20	2019	average
Windows 3.11-10	20	2018	advanced
Platforms			
Macintosh (Intel, M1)	10	2023	advanced
IOS	13	2023	advanced
PC	12	2022	advanced
Linux	1	2018	average
Development applications			
Git	8	2023	average
Jira	9	2023	average
Confluence	1	2023	average
CMake	2	2019	average