Vitalii Zhukov

iOS Software Engineer
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Relevant Experience

Software Engineer / Instructor	**University of Houston**	*2020 – Present*

- Lead development instruction for Ubiquitous Computing, encompassing Swift software development, across both graduate and undergraduate sections.
- Designed and developed more than 30 applications while also developing comprehensive class materials.
- Provided guidance, consultations, and mentorship to students, offering insights into their projects.
- Conducted comprehensive evaluations, including grading assignments and exams, in addition to performing in-depth code and design reviews with students.
- Created and curated specifications and instructional materials for hands-on laboratory sessions and consistently delivered effective instruction during practical lab sessions.
- Expanded the curriculum by incorporating SwiftUI into the course offerings, commencing in 2022.

Software Engineer	**GS Labs, General Satellite Group**	*2010 – 2017*

- Played a pivotal role in developing internal software and hardware solutions tailored to enhance the Digital Video Broadcasting infrastructure, contributing to increased operational efficiency and system reliability.
- Pioneered the establishment of the Automation Department, taking charge of continuous integration/continuous delivery (CI/CD) and monitoring tools, streamlining workflows, and fostering a culture of automation to improve productivity and performance.
- Stack: Python3, Celery, Tornado, Redis, Postgres, Bash, Debian GNU/Linux

Education

Doctor of Philosophy (Ph.D.)	**University of Houston**	*2023*

- **Computer Science,** Dissertation topic 'Performance in Complex Systems of Experts'
- CGPA 3.87

Master of Science (M.S.)	**Peter the Great St. Petersburg Polytechnic University**	*2012*

- **Mechanical Engineering,** Thesis topic 'Vibro Jaw Stone Crusher'

Languages, Technologies & Frameworks

- Swift 5 (UIKit + SwiftUI); Python3; R; C++; Bash; PowerShell; SQL.
- JSON; XML; HTML; CSS.
- Heroku; Hyper V; ESXI; Proxmox.
- Xcode; Git; Atlassian Jira/Confluence; Redmine; VSCode; Markdown.
- Software Development; SDLC; Quality Control; Debugging.
- Agile; Scrum; UX; UI design.

Recent Personal Projects

- 'iOrator' app (2022) Real time speech recognition and coaching.   Swift (UIKit, Speech, NaturalLanguage)
- 'Scholar of the Day' app (2020 - 2021) Interactive calendar.   Swift (UIKit, QuickLook, UserNotification)
- 'ACDC Lab' website (2022)   JavaScript, PHP, (Joomla, Gantry)

Please check my portfolio for more details.