

Roman Petrov

Software development engineer, software architect, team leader.

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Summary

I'm a software development engineer with 17 years of professional experience. Over the years, I worked with many languages and technologies, and I'm able to learn new ones quickly, the strong foundation in computer science helps me with that. As a developer, I like clean code, good architecture, and challenging tasks; as a leader, I always try to help people thrive and deliver meaningful results. I also had extensive experience with resource-limited systems (8-bit computers, handheld consoles), which helped me to learn a lot about code optimization.

Skills

- Software development: native iOS apps (Objective-C, Swift), cross-platform mobile apps (Dart, Flutter), web development (JavaScript, React)
- Software architecture design
- Project management (Agile/Scrum)
- Leading small teams of developers
- Good communication with not tech-savvy people
- General knowledge of user experience design

Experience

Sep 2016 –
Present

Team leader, senior software development engineer
GXB Development (Yoshkar-Ola, Russia)

- Managing the project backlog, helping with the roadmap
- Helping with the UX design
- Developed technical standards and wrote technical documentation
- Created a robust and heavily configurable test passing library (Lua)
- Created an automatic speech recordings enhancer (JavaScript, WebAudio API)
- Created a collaborative whiteboard in the mobile application (Dart, Flutter)
- Created a chat module in the mobile application (Dart, Flutter)

May 2012 — **CTO, Project manager**
Aug 2016 *Omega-R (Yoshkar-Ola, Russia)*

- Led a cross-functional development team (up to 25 members)
- Developed a set of technical standards for developers
- Worked as a project manager on key projects
- Educated junior level developers
- Managed building of an in-house reusable libraries collection
- Wrote software design documentation for bigger projects
- Developed an offline data synchronization module for a banking application (iOS, Objective-C)
- Developed a real-time polyphonic pitch detection and performance evaluation module for a guitar training application (iOS, Objective-C, Swift)

Dec 2010 — **Senior software development engineer**
April 2012 *DIGT (Yoshkar-Ola, Russia)*

Developed a VoIP web browser plugin and a number of browser extensions (C++, JavaScript).

Aug 2007 — **Software development engineer, project manager**
Nov 2010 *Team Force LLC (Yoshkar-Ola, Russia)*

Web and mobile app development (PHP, Java, JavaScript, SQL). Managed a project team of 3 developers.

Education

Mari State Technical University, Yoshkar-Ola, Russia (1999-2004), Specialist Degree in Computer Science (graduated with Honors)

Languages

Russian (first language), English (fluent speaker, upper intermediate level).