

IGNAT REMIZOV

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SUMMARY I am a passionate, friendly, and self-motivating person that wants to help other developers develop easier. I have worked on a number of projects ranging from making a Pac-Man clone to creating an improv education app to building interactive math lessons for the browser.

SKILLS **Programming Languages**
Swift • Objective-C • Python • ActionScript 3 • javascript • Java • Lua

Frameworks
Parse • UIKit • Fabric • CoreData • Flash API • jQuery • Riot.js

PROJECTS **Improv Games** ignat.space/improv-games.html
An iOS app for newcomers to improv comedy, built in Swift. This app helps people learn core skills for improv comedy by introducing them to basic improv games.

MightyMatica www.mightymatica.com
Math website that teaches kids math and trains thinking (e.g. patterns, shapes, problem solving). It contains math principles of varying degrees of difficulty, from simple games for little kids to advanced calculus.

EDUCATION **High School Diploma**, Bensalem, PA 2012 - 2015
Home-schooled so that I could earn my diploma a year early.

Make School, class of 2017 2015 - present
Studying full stack iOS and web development in an accelerated 2-year program.

WORK EXPERIENCE **Lead Web Developer**
MightyMatica, Bensalem, PA 2010 - 2015

- Created dozens of Adobe Flash applets to present math topics in a browser
 - Designed animations to keep kids concentrated
 - Programmed game logic that made the game fun
 - Utilized object-oriented programming for simple code
- Turned Flash apps into native iOS apps
 - Learned about certifications and authorization for apps
 - Published apps to the app store
- Tutored elementary school children in mathematics using MightyMatica curriculum.

iOS Internship
Fuzz Productions, Brooklyn, NY Summer 2014

- Gained Knowledge about a work environment
- Helped set up a Build Server with Jenkins to allow company developers to ship and test faster
- Made my first iOS app, a better organized notes application

LANGUAGES English, Russian

ACTIVITIES AND INTERESTS Jazz; Improv comedy; Crashing software or QA; Learning about new technologies in VR, AR, and AI, and learning upcoming new programming languages like Hack, Swift, and Go