Konstantin Chepurnoi

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EXPERIENCE

BrainRocket (iGaming) São Paulo, Brazil | Lisbon, Portugal
Senior Flutter Developer (iOS, Android) May 2026 – Nov 2026

- Developed and maintained high-load white-label applications for multiple brands in Flutter and Dart for iOS
- Supported white-label setup for multiple brands: brand-specific theming, configs and assets, enabling fast launch of new brands from one codebase
- Owned end-to-end delivery of key features – from technical design and estimation to release and production monitoring
- Improved app performance and UI smoothness: caching, lazy loading and fewer unnecessary widget rebuilds
- Collaborated with backend, QA, product and design teams to define API contracts, refine requirements and plan releases

Aescape (Robotics startup) San Francisco, CA, USA | New York, NY, USA
Senior Flutter Developer (iOS, Android, desktop web, mobile web) May 2024 – May 2026

- Developing a comprehensive customer-focused mobile application enabling seamless robot-arm-powered massage booking, flexible payment options, and personalized service management
- Developing an intuitive massage salon administration application with robust management features that gained widespread partner adoption due to its exceptional usability
- Contributed to developing a precision telemetry system for a massage robot, enabling rapid real-time feedback delivery to massage salon staff
- Improved application accessibility by introducing customizable font sizing and optimizing keyboard navigation, ensuring a more user-friendly interface for individuals with diverse needs

Stages (Video Platform for the Creative Economy) São Paulo, Brazil
Senior iOS Developer, Senior Flutter Developer Aug 2021 – Mar 2024

- Developed low-latency live video functionality for mobile devices and browsers using Amazon Interactive Video Service, enabling the display and recording of live video in adaptive quality
- Built modules for integration between content creators and users, such as chat, emoticons, e-commerce support, and donations, which helped expand the target audience of content creators
- Designed and implemented an advanced analytics module, increasing the accuracy of product performance metrics by 35%, enabling data-driven decision making
- Adopted cross-platform development using Flutter, enabling the creation of a unified, maintainable codebase for iOS, Android, and web browsers

Okko Sport (Video Streaming Service) Moscow, Russia
Lead iOS Developer Dec 2020 – Aug 2021

- Developed an SDK for Video on demand and live video playback with support for integrating various monetization methods, designed for use across the company's product ecosystem
- Maintained and enhanced the user experience for streaming live English Premier League matches, including features like live scores and alternative media options
- Led a large-scale refactoring of the application architecture for iOS and tvOS, enabling a comprehensive redesign that improved scalability and reduced app crash rates, while enhancing development efficiency for new feature integration
- Contributed to the architectural design and development of an UI design system to optimize application development and accelerate workflows across product teams

ivi (Video Streaming Service) Moscow, Russia
Senior iOS Developer Jun 2017 – Dec 2020

- Implemented a large-scale migration of codebases from Objective-C to Swift for the app's networking module, as well as modules responsible for the player and content DRM
- Developed an SDK for the video player, used both in the main application and as a 3rd-party library for integration with other companies
- Designed a module for video statistics, enabling the collection of precise data on key video metrics such as buffering frequency and duration, adaptive video quality, and video startup timeIntegrated Apple's FairPlay DRM for online and offline video playback
- Contributed to the architectural design and development of an UI design system to optimize application development and accelerate workflows across product teams

SPB TV (Video Streaming Services) Saint Petersburg, Russia
Senior iOS Developer (Project Rosing – Video Platform for OTT and IPTV services for B2C and B2B) Jan 2014 – Jun 2017

- Served as the technical lead of a team of 4 developers
- Developed a platform for creating and publishing standalone applications with flexible UI customization options and various content monetization models
- Implemented various subscriber authentication methods for multiple partners, including numerous mobile operators from different regions around the world
- Implemented extended localization support, including right-to-left (RTL) language compatibility for regions such as Saudi Arabia and other Arabic-speaking countries, ensuring a seamless user experience for a broader international audience

Senior iOS Developer (Amediateka – Video Streaming Service) Jan 2014 – Dec 2015

- Contributed to the development of the Amediateka streaming service client, with HBO content as a key component
- Developed a module for downloading adaptive video with DRM in specified quality for offline video playback

Antares Software (Outsource Software Development) Veliky Novgorod, Russia
iOS Developer Feb 2011 – Dec 2013

- Participated in the development of a social network for iOS device owners, allowing users to create interest-based clubs and share geolocation
- Developed a mobile application from scratch to replace physical remote controls for TVs from various brands, utilizing multiple protocols

Research & Development Engineer (C/C++) Mar 2010 – Feb 2011

- Developed an SDK for recognizing product barcodes using mobile devices with low-resolution cameras
- Implemented an own proprietary method for barcode recognition in noisy and blurred conditions in the original image

EDUCATION

Novgorod State University named after Yaroslav-the-Wise (NovSU) Veliky Novgorod, Russia
Engineer's degree 2007 – 2012
Relevant Coursework: Software Engineering; Operating Systems; Algorithms; Computer Vision; Artificial Intelligence

OTHER

Programming Languages: Swift, Objective-C, Dart, Kotlin, SQL
Platforms and Frameworks: iOS Development, tvOS Development, Flutter, SwiftUI, UIKit, Core Data, Core Animation, Autolayout, Riverpod, BLoC, Provider, Hive
Tools and Environments: Xcode, Android Studio, VS Code, git
Design and Architecture: UI Design Systems, Reactive Programming, MVC, MVVM, BLoC
Video and Streaming: AVFoundation, AVKit, CoreMedia, Video Streaming, Web Sockets, DRM (Apple FairPlay, Widewine)
Cloud and Services: AWS, IVS (Amazon Interactive Video Service), App Store Connect
Testing and Quality Assurance: Unit Testing, UI Tests, XCTest, Flutter Test
Languages: Russian (native), English (fluent), Brazilian Portuguese (intermediate)
Certifications & Training: Machine Learning Course by Andrew Ng (Stanford University); Certificado de Proficiência em Língua Portuguesa para Estrangeiros (Celpe-Bras)
Publications: Cymbal D. A., Chepurnoi K. V. Method for recognizing blurred barcodes on mobile devices without autofocus (Sep, 2011)