

# Senior iOS Developer (Swift)

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## ABOUT

Senior iOS developer (8+ yrs with Apple technologies). Strong background in UI/graphic design. AR skills. Experienced with agile/scrum. With proven track record of designing and delivering high-quality, user-centric mobile applications.

## EXPERIENCE

- Contributed to the development of a wide range of iOS applications.
- Successfully designed and implemented complex and visually appealing user interfaces, ensuring intuitive user experiences and seamless navigation within applications.
- Proficiently optimized app performance, employing techniques like asynchronous programming and memory management, resulting in smooth and responsive user interactions even in resource-intensive applications.
- Worked closely with cross-functional teams including designers, product managers, and QA engineers, contributing to a collaborative and efficient development process.

## TECH STACK

- Swift
- C++
- Jenkins
- XML
- HTML
- CSS

## EMPLOYMENT HISTORY

### Senior iOS Developer, GoSolve

February 2022 – Present

I'm responsible for iOS development for the US top health tech company.

### Senior iOS Developer, Undisclosed

February 2021 – January 2022

My role included iOS development, research, architecture/solutions design for the app being swiss army knife for the audio on the iPhone.

### **Senior iOS Developer, VoipZilla**

January 2019 – January 2021

As a Senior iOS Developer I was responsible for iOS leading, research, architecture/solutions design, development, code reviews, enforcement of standards and conventions in project, domain of messenger-style (chats and video/voice calls) apps, releases management.

### **iOS Developer, SoftServe**

May 2015 – December 2018

My role included research, prototyping, architecture design, iOS development, maintenance, code reviews, solution proposals creation, test automation, requirements analysis, daily communication with US-based clients, App Store publication.

### **iOS Developer, various (contract work)**

September 2013 – April 2015

This role encompassed end-to-end mobile app development, starting from prototyping and design to iOS development and post-launch activities. It involved crafting intuitive user experiences, utilizing A/B testing and analytics to analyze user behavior for continuous improvement. The position entailed meticulous optimization, bug fixing, and seamless integration of micro-transactions, 3rd party SDKs, and frameworks to enhance functionality.

### **Software Developer/Technical Writer, Nokia**

September 2010 – August 2013

In my role, I had demonstrated proficiency in Java SE development, encompassing software maintenance and thorough testing. I excelled in creating efficient bash and APL scripts, leveraging the Robot Framework for automated testing. Operating seamlessly within Unix-based environments, including RedHat, HP-UX, and Sun-OS, I navigated complex network setups adeptly.

### **Owner / Developer / Designer, budujemystrony.pl**

June 2008 – September 2010

Proficient in OOP, PHP, HTML, and Flash, I've created dynamic web experiences while utilizing ActionScript and Papervision3D for captivating animations. Seamless

integration with server-side applications has been a hallmark, facilitating efficient data flow. My expertise extended to custom game functionality development in C++ and Ogre3D, bolstering engaging user experiences. With a strong grasp of concepts, I've overseen the end-to-end lifecycle of applications, games, and multimedia, from ideation and design to implementation, consistently delivering innovative and interactive solutions.

### **Web Applications Designer / Developer, e-direct Sp. z o.o.**

June 2006 – June 2008

I have been entrusted with diverse responsibilities encompassing the design and programming of applications, websites, and multimedia presentations. I excelled in modifying existing applications using Object-Oriented Programming (OOP), Flash, and ActionScript. Additionally, I have demonstrated proficiency in seamlessly integrating enterprise webshop applications with multimedia interfaces, leveraging a combination of Java EE and Flex technologies to deliver cohesive and dynamic user experiences.

## **EDUCATION**

### **MSc in Telecommutation, Wroclaw University of Technology**

2000 – 2005

The program offered a comprehensive curriculum in the field of Electronics & Telecommunication, with a specialized focus on Telecommunication. The program emphasized Digital Signal Processing (DSP) expertise, equipping me with advanced skills to design and optimize communication systems.