Apple Developer (iOS / macOS / watchOS / iPadOS)

SUMMARY

I'm a passionate developer with almost 6 years of experience in mobile development. During my career, I've been establishing and driving processes, leading teams, and delivering high-end products. Solid expertise in real-time, high-load, white-labeled, multi-tenancy systems in terms of mobile development.
My main focus is to qualitatively solve business problems.

Well-organized and capable of adapting to working as part of a development team. Equipped with the latest development tools, devices, and best practices on the market.

LANGUAGES:

English - **C1**
Ukrainian - **Native**
Russian - **Fluent**

EXPERIENCE

Alty (**Remote | Aug 2023 - Present**)
Project description:
MVP application written with SwiftUI and the newest features of MapBox SDKs. Improved me with Maps, and a lot of custom things created using Mapbox utilities.
Tech stack: Swift / SwiftUI / MVVM / Combine / Firebase / MapBox SDK / GeoJSON / CSV
Team size: As the only Engineer and **tech lead** on the project.
Duties: Solo-Engineer, Research, creating **Prototypes** and investigating technical restrictions, communication with clients & planning for future development cycles.

New Look (**London, UK | Mar 2022 - Apr 2023 | 1 year 2 months**)
Project description:
Mobile application for one of the biggest fashion retailers in the UK. All new features used SwiftUI + Combine.

Tech stack: Swift / SwiftUI / MVVM / Combine / RxSwift / CI/DI / Browserstack / Danger.

Team size: 20+ Developers in the iOS Team. I was the **feature owner** of the FitAnalytics feature and was part of the squad that worked on new features.

I **improved** test coverage at the project. Also **maintained** older features codebase.

Duties: Feature-owner, integration for new unit/UI tests to new or existing features. Supporting older and improving new features. Mentoring and helping Junior Developers, supporting them.

Mellow App (Berlin, Germany | part-time)

Project Description:

German seizure detection and management app with an algorithm to detect one, using **Apple watch** sensors and connection with **iPhone app**.

But unsuccessfully this project was closed because of Apple's restriction policies about using **Apple Watch** sensors data above standard **Apple Fitness** detection.

Tech stack: SwiftUI / Combine / WatchOS / CocoaMQTT

Team size: 3+ Engineers

Duties: Architected iOS and WatchOS apps from scratch. Designed both iOS & watchOS apps using the latest SwifUI features.

Optherium Labs (Tallinn, Estonia | Jun 2020 - Apr 2022, 1 year 11 months)

Project Description: White-label multi-tenancy **neo bank**, B2B solution for any company to create its neo bank in days.

UIKit + Back-end-driven features and UI + Sockets

Tech stack: Swift / VIPER / Kotlin, Camera / Deep&Universal links / **RxSwift** & RxRelay, Alamofire, PinLayout, SwiftyJSON, Appium & BrowserStack (**UI/Unit tests**), Socket.io

Team size: 3+ iOS Developers

Duties: UI testing using Selenium on Android/iOS platforms, tests automation using CI/DI and Python, **feature-owner**, adding new features.

Priority Lab (Jan 2019 - Jan 2020, 1 year 1 month)

Project Description:

US-based application product created as a medical records/sample information storage. Many different types of samples with different types of data were written & being sent to the server.

Tech stack: Swift / Objective-C / Alamofire / UIKit / Camera&QR codes

Duties: Improving the stability of the app, adding new features reusing older UIKit components. Adding new features and importing Swift programming language into the project.

HoozAround (Feb 2019 - Jun 2020, 1 year 11 months)
Project Description: Supporting and adding new features to existing Objective-C projects. Creating all new features using Swift. I had a small team of 2-3 iOS Developers and, I was leading the iOS Team for some time.
Tech stack: Objective-C / AutoLayout / Alamofire / CoreMotion / CoreLocation / GPS / Bluetooth / AVFramework
Duties: Feature-owner, adding new features, tracking user location and movements using GPS and CoreMotion, and basic CI/DI.
Migrating the project from Objective-C to Swift.

HiBye (or Globo) (Jan 2019 - Feb 2019, Part-time, 1 year 1 month)
Project Description: Small startup, and I was the only iOS Engineer. Used maps &
Tech stack: Swift/UIKit/Alamofire/URLSession/Firebase/RealmDB/AppleMaps (Routes & Maps)/GPS/CoreLocation/Google Maps API
Duties: Only iOS Developer, working with Google Maps / Apple Maps APIs, developing UI and user Auth flow and other features.

EDUCATION

Lviv Polytechnic National University
Cybersecurity, Bachelor Degree