Vlad S.
Senior IOS Software Engineer

SUMMARY

- 8+ years of experience in the IT industry developing native IOS applications
- Providing a full-cycle mobile development using the latest versions of Swift and Objective-C
- Hands-on scripting experience with CoreData, Core Animation, AVFoundation, MVC, and MVVM
- Upper-Intermediate English
- Available ASAP

TECHNICAL SKILLS

Main Technical Skills	Swift, Objective-C
Programming Languages	C++, Objective-C, Swift
UI Frameworks, Libraries, and Browsers	Foundation
Mobile Frameworks and Libraries	Metal
Databases & Management Systems / ORM	Realm
iOS Libraries and Tools	AFNetworking, Alamofire, Core Data, Core Foundation, Core Graphics, Core Location, GPUImage, MapKit
Version Control	Git, SVN
Operating Systems	iOS, macOS, Windows
Third Party Tools / IDEs / SDK / Services	Qt Framework, XCode
Other Technical Skills	MessageUI, MFMailCompose, ObjectMapper, PortSIP, SDWebImage, SwiftyJSON

EXPERIENCE

IOS Engineer, Pulsario

09.2021 – 10.2022

Description: App is for medical professionals to track patients' medical records.

Responsibilities:

- Creating UI with SwiftUI framework.
- Creating a network layer using Alamofire.
- SwiftLint integration in the project.
- Code refactoring for SwiftLint.

Environment: Swift 5.0

Technologies\Frameworks: SwiftUI, SwiftLint, Firebase, Alamofire. Charts

IOS Engineer, JustManage

11.2020 – 08.2021

Description: App for builders with a local database.

Responsibilities:

- Integrate the Realm Database for local data storage.
- Creation UI using Xib\Storyboards.
- Integration Crashlytics SDK in the project.
- Code refactoring

Environment: Swift 5.0

Technologies\Frameworks: Alamofire, Crashlytics, Realm

IOS Engineer, Reko

03.2020 – 10.2020

Description: A social network for viewing and sharing posts between friends.

Responsibilities:

- Creating a social media feed with additional data loading.
- Writing YouTube in-app player for video.

Environment: Swift 5.0

Technologies\Frameworks: Alamofire, CoreData

IOS Engineer, CallBox

04.2019 – 02.2020

Description: VoIP service. Used to conduct telephone-like voice conversations across Internet Protocol-based networks

Responsibilities:

- Integrate CallKit and PushKit SDKs
- VoIP service setup

Environment: Swift 5.0

Technologies\Frameworks: CallKit, PushKit

IOS Engineer, GTX

07.2018 – 03.2019

Description: Your modern solution for door-to-door delivery. When you need fast and reliable service for parcel or document shipment – GTX is the best choice for you. Send and receive shipments using the destination address or just a phone number. Easily define convenient time windows, and customize delivery content.

Responsibilities:

- Requirements and estimation
- iOS Development
- Maintenance
- Testing and bug fixing

Environment: Swift 4.2

Technologies\Frameworks: GoogleMaps, Firebase

IOS Engineer, Stroofy

04.2018 – 06.2018

Description: Stroofy helps you be more focused and productive at work. We analyze your work patterns and give you insight into how best to plan your activities for minimum stress and improved efficiency. We support you in limiting online distractions, so you can achieve more and focus on what truly matters. Whether you are an individual professional, an entrepreneur, or a big multinational, our proprietary data analytics bring performance benefits, allowing you to raise your game in a world of increasing digital distraction.

Responsibilities:

- Requirements and estimation
- Desktop development
- Maintenance
- Testing and bug fixing

Environment: C++, Qt

IOS Engineer, CurrencyTrends

03.2018 – 04.2018

Description: Simple application for Ukrainian currencies. Current exchange rates in one application.

Responsibilities:

- Requirements and estimation
- iOS development
- Maintenance
- Testing and bug fixing

Environment: Swift 4.0

IOS Engineer, CEO Bex

08.2017 – 02.2018

Description: business application for CEO Bex company

https://itunes.apple.com/ru/app/ceo-bex-for-iphone/id1108802180?mt=8

Responsibilities:

- Requirements and estimation
- iOS development
- Maintenance
- Testing and bug fixing

Environment: Swift 3.0

IOS Engineer, POP Book

05.2017 – 08.2017

Description: make the perfect gift for your friends and family. Use your photos to create lasting memories of birthdays, holidays, weddings, and more

https://itunes.apple.com/gb/app/pop-book-photo-books/id946922333

Responsibilities:

- Requirements and estimation
- iOS development
- Maintenance
- Testing and bug fixing

Environment: Objective-C / Swift 3.0

IOS Engineer, WERP

01.2017 – 04.2017

Description: ERP app. Can be fully built and configured from server data

Responsibilities:

- Requirements and estimation
- iOS development
- Maintenance
- Testing and bug fixing

Environment: Objective-C / Swift 3.0

IOS Engineer, Dea Link

11.2016 – 01.2017

Description: offers a user-friendly, cost-effective solution to connect multiple links offline to your online-enabling users to simply click and get linked.

https://itunes.apple.com/us/app/dea-link/id1089164837?mt=8

Responsibilities:

- Requirements and estimation
- iOS development
- Maintenance
- Testing and bug fixing

Environment: Swift 3.0

IOS Engineer, Peach

07.2016 – 10.2016

Description: The medical system, allows patients, doctors, and caregivers to communicate and track each other.

Responsibilities:

- Requirements and estimation
- iOS development
- Maintenance
- Testing and bug fixing

Environment: Objective-C

IOS Engineer, Architect

02.2016 – 07.2016

Description: App for iPad, which allows you to view information about the buildings

Responsibilities:

- Requirements and estimation
- Project architecture development
- iOS development

- Maintenance
- Testing and bug fixing

Environment: Objective-C

IOS Engineer, WinkApp

08.2015 – 02.2016

Description: offers quick access to engaging digital content for print readers

Responsibilities:

- Requirements and estimation
- iOS development
- Maintenance
- Testing and bug fixing

Environment: Objective-C

IOS Engineer, Plingo

05.2015 – 08.2016

Description: App for iPhone, which allows you to order products as well as to look for shops and display them on the map.

Responsibilities:

- Requirements and estimation
- iOS development
- Maintenance
- Testing and bug fixing

Environment: Objective-C

IOS Engineer, Raw Food Diet

01.2015 – 05.2015

Description: App for iPhone and iPad: the essence of which gives the user diet recipes (cooking a meal), the user can filter them by daily routine

Responsibilities:

- Requirements and estimation
- iOS development
- Maintenance
- Testing and bug fixing

Environment: Objective-C

IOS Engineer, SMIT

06.2014 – 12.2014

Description: Social app, that allows to create and share time-based or location-based posts (Smits)

Responsibilities:

- Requirements and estimation
- iOS development
- Maintenance
- Testing and bug fixing

Environment: Objective-C

IOS Engineer, Quickoffice suite

01.2014 – 06.2014

Description: Quickoffice is a proprietary productivity suite for mobile devices which allows users to view, create and edit text files, presentations and spreadsheets. It consists of Quickword, Quicksheet, and QuickPoint. The programs are compatible with Microsoft Office file format.

Responsibilities:

- Requirements and estimation
- iOS development
- Maintenance
- Testing and bug fixing

Environment: Objective-C

EDUCATION

The Kharkiv National University of Radio Electronics, Bachelor of Computer Engineering

2013 - 2017