

# 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

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

