Vitaliy M.
Senior iOS Engineer

SUMMARY

- 7+ years of commercial experience in IT
- Experience in developing applications using Swift, Objective-C
- Excellent knowledge in OOP
- Experience in using Design patterns
- Good logical thinking, self-learning, high level of responsibility
- Responsible, hard-working, result-oriented, creative and communicable, team player
- Good attention to details
- Intermediate English
- Availability starting from 01/08/2023

TECHNICAL SKILLS

Main Technical Skills	iOS
Programming Languages	Objective-C, Swift
UI Frameworks, Libraries, and Browsers	Auto Layouts (Figma), UIkit
Mobile Frameworks and Libraries	Crashlytics, Fabric, KeychainSwift, Push notifications, Speech
Python Libraries and Tools	Fabric
Databases & Management Systems / ORM	Firebase messaging, Firebase Realtime Database, Realm, SQLite
Google Cloud Platform	Firebase Realtime Database
iOS Libraries and Tools	AFNetworking, Alamofire, ARKit, AVFoundation, Core Animation, Core Data, Core Location, SceneKit, StoreKit, SwiftUI
Methodologies, Paradigms and Patterns	Architecture and Design Patterns, Kanban, MVC, Scrum, Singleton, Waterfall
Version Control	BitBucket, Git, SourceTree
SDK / API and Integrations	Facebook SDK, Google Maps API, Google SDK, RESTful API

Third Party Tools / IDEs / SDK / Services	Firebase SDK
Operating Systems	iOS, macOS
Collaboration, Task & Issue Tracking	Jira, Redmine
Project Management & Administration	MVP
UI/UX/Wireframing	Storyboards
Mail / Network Protocols / Data transfer	WebRTC, XMPP
Other Technical Skills	Multithreading

EXPERIENCE

iOS Developer

May 2017 - Present

iOS Developer, IT Company

January 2016 - April 2017

PROJECTS

iOS developer

Jan 2023 - Jul 2023
Description: The application is a link between the Philips devices installed on the truck and the display of data from these devices on the driver's phone. The application allows, if driver has the necessary devices, to monitor the status of tire pressure, doors sensors and windows sensors, etc. It all depends on the set of devices that a particular truck has. A special gateway allows to pair devices with the application via bluetooth.The application also monitors and rewards the driver for installing new devices or for safe driving, such as braking intensity, travel time, safe speed, etc., and gives the driver various rewards in the form of badges.The application also has a social component. So registered users can communicate via a call (both a regular call and a CB radio) with other users. The user can set different statuses depending on how free to call.Inside there are several shops where driver can buy new devices or merch.
Responsibilities:

- Implemented auth flow (implemented UI, integrated via back-end side, error handling, etc)
- implemented functionality related to user's location tracking, storing his data in the local data base and synchronisation via back-end side, user's track calculating, etc)

- trivial task implementation

iOS developer

Aug 2022 - Dec 2022
Description: An application helps to sell goods for sellers and buy for buyers.
Responsibilities:

- Writing a separate package, which was introduced into the main project.
- The task of the package is to help authenticate the user by phone number

Technologies: Swift, SwiftUI, SPM, SwiftLint, Rest API

Tech-Lead iOS developer

Sep 2020 - Aug 2022
Description: The application allows you to promote your content among friends and other users. The application allows you to conduct online video broadcasting for viewers. Spectators can express their reactions to this performance online, retire to separate rooms to discuss the performance.
Responsibilities:

- Created application, made flexible architecture for application, did tasks according to the application, implemented custom non-trivial UI, reviewed code other developers, setup architecture solutions for implementing multi peer connections

Technologies: Swift 5.1, MVP-C architecture, REST API, SceneKit, multithreading, NSNotificationCenter, custom UICollectionViewFlowLayout, Core Data, CoreAnimation, Firebase Push Notifications, XMPP, WebRTC (peer connection, ICE candidate, TURN/STUN, offer/answer SDP, etc)

iOS developer

May 2020 - Sep 2020
Description: The application allows you to control your home security and helps you to lead light, energy and video/audio systems.
Responsibilities:

- Did tasks according to the application
- Implemented widget feature

Technologies: Swift, MVP-C architecture, REST API, AVFoundation, multithreading, Core Data, Core Animation, WidgetKit, websocket

iOS developer

Jan 2020 - May 2020
Description: This application helps users to collect its events from all major platforms (Google Facebook, Microsoft, Yahoo) in one place and manage them. A convenient and quick way to create events, invite friends and just users to them, share impressions, photos, follow the events of other people you are subscribed to is the main goal of this application.
Responsibilities:

- Created application, made flexible architecture for application, did tas according to the application, implemented custom non-trivial UI, reviewed code other developers. Worked with registration through the main social

networks, created the foundation of the application (architecture, basic navigation, worked with the main part of the UI in applications, with complex non-trivial parts)

Technologies: Swift, MVP (with coordinator), Core Location, Google Maps, Google places, REST, UIImagePicker, UIDocumentPicker, third party libraries (Kingfisher), Testfligt, AVFoundation, Security(keychain service), system configuration service(reachability), Git, Multithreading(dispatch groups), NSNotification center, Google SignIn SDK, Facebook SDK, Instagram API, Outlook SDK, custom collection view flow layout

iOS developer

Sep 2019 - Dec 2019
Description: An application helps users to monitor the user's oxygen level and heart rate to alert the user to a deterioration in health or an emergency, so that the user can seek help in a timely manner.
Responsibilities:

- Was the only iOS developer on the project
- I thought over the architecture of the application and laid the foundation for its launch
- Implemented all the features according to the documentation

Technologies: Swift, UIKit, SPM, WebSocket, Rest API, Universal Links, Charts, AVFoundation

iOS developer

Feb 2019 - Sep 2019
Description: Is a web application that aims to help its customers with enterprise resource management. Application gives the ability to manage such resources as employees, equipment, documents, and a few supplementary categories. The application has powerful access control capabilities and provides some insight into resource usage statistics. It also facilitates internal process management as well as individual asset evaluation.
Responsibilities:

- Created application, made flexible architecture for application, did task according to the application, participated in the planning of application functionality, wrote reusable code with services for architecture MVP-C, worked with git, distributed application with TestFlight

Technologies: Swift, MVP (with coordinator), Core Location, Google Maps, Mobile Core services, REST, UIImagePicker, UIDocumentPicker, third party libraries (FSCalendar, Kingfisher), Safari services, Quick look, AVFoundation, Security (keychain service), system configuration service(reachability), Testfligt, Git, Multithreading(dispatch groups)

iOS developer, AR Chess

Aug 2018 - Jan 2019
Description: Something simple and fundamental, like classic chess game, gets a real AR boost in this app. Now all chess fans can shift from their regular boards and enjoy the game on the phone. With super cool 3D design, it's now more realistic than ever. For starters, the functionality is limited to hot-seat game mode, i.e. two players play on 1 device or 1 player conduct a battle with the machine. We decided to leave something from a classic indoor game, at least

players can discuss the game in real or beat a computer genius. In the future versions, it will be possible to support multi device mode to play the game by two players remotely on one chess board. Furthermore, chess tournaments, results saving ranking table are in the plan. We've used the ARKit in surface recognition (any contrasting horizontal surface can be used for chess board projection). Besides, we've taken into account the main complaints and wishes on the chess app market. Unlike the majority on the App Store, our app allows:
- taking back moves (if you accidentally drop the piece on the wrong square, now there is an option to correct it)
- automatically turning board around when playing
- repositioning a board during the game.
Responsibilities:

- Work with 3D objects, work with objects in different modes (augmented reality / 3D measurement), built-in purchases, combining the stockfish engine with the application, saving data using RealM

Technologies: ARKit/SceneKit, RealM, StoreKit

iOS developer

Mar 2018 - Jul 2018
Description: This is a social network for kids. With this app kids have the opportunity to create a profile, make friends, chat and share content.
There's a connection between this app with another app for parents, which gives parents and guardians the opportunity to monitor and control all of their child's activities in this social network.
Responsibilities:

- Creating a registration flow with a nontrivial choice of character appearance, working with firebase (building a database for chats, sending notifications, tracking user status and messages), multithreading, networking, working with Lottie animation

Technologies: Multithreading, AirBnb Lottie, JSQMessangesController, Firebase SDK, Core Data, AVFoundation, Push Notifications

iOS developer

Oct 2017 - Feb 2018
Description: Business application for easy control over your funds (for the EU countries). The app provides the ability to make banking transactions with resources.
Responsibilities:

- Support of the project using the Clean-swift architecture, execution of the laws according to the documentation

Technologies: Networking, pattern Clean-swift, Jira, delegation, third-party libraries, SourceTree, Core Animation

iOS developer

Feb 2017 - Sep 2017
Description: The application helps the user to detect problems with the skin on the face, indicates their location and tells you how to fix them. Cosmetic products based on skin analysis are recommended for purchase and skin care articles are offered.
Responsibilities:

- Foundation of the application architecture, navigation and transition logic, development of custom complex animations, work with the network, creation of a set of custom UI elements with animations

iOS developer, Chi Space

Aug 2016 - Jan 2017
Description: In the attachment, you can see the structure of the company and their features in a cute design with a bursting reality in those of the space.
Responsibilities:

- Work with augmented reality, with animations in a real-time reality, work in the mode with 3D objects for devices that do not support ARKit
- Bugs fixing in the application

Technologies: Swift, Networking, ARKit, SceneKit

iOS developer, NeroPizza

Jan 2016 - Jul 2016
Description: An application that can help to keep abreast of all events of any city(e.g. soccer game, gallery exhibition, training etc.). The user has the opportunity to find the right event, read the detailed description, see the number of available tickets and prices.
Responsibilities:

- Writing an application from scratch.
- Creating architecture and flow. Networking, multithreading, animation

Technologies: Swift, Networking, CoreData, patterns (singleton, delegation, MVC), UIkit, multithreading

EDUCATION

Kharkiv National Technical University "Kharkiv Polytechnic Institute", Master's degree in General Organic Chemistry
2008 - 2014