

# Yehor H.

## iOS Developer

### SUMMARY

- Over 5 years of diverse experience in IT and expertise in Swift and various iOS frameworks in various fields (Social Chats/Communication, online language learning, healthcare, food & delivery).
- Basic experience with network protocols & vpn (several months projects)
- Available ASAP (Deferment from mobilisation till summer 2026)
- C1 English

### SKILLS

<b>Main Technical Skills</b>	Swift (5 yr.), UIKit (5 yr.), SwiftUI
<b>C++ Frameworks and Libraries</b>	C/C++/C#
<b>Mobile Frameworks and Libraries</b>	Crashlytics
<b>Java Frameworks and Libraries</b>	JSON
<b>Data Analysis and Visualization Technologies</b>	Databricks, Google Spreadsheets
<b>Databases &amp; Management Systems / ORM</b>	Firebase Realtime Database, MySQL, NoSQL, Realm, SQLite
<b>Azure Cloud Services</b>	Databricks
<b>Methodologies, Paradigms and Patterns</b>	Agile, Kanban, Scrum, Waterfall
<b>iOS Libraries and Tools</b>	Alamofire, Core Animation, Core Location, NWProtocolWebSocket, Packet Tunnel Provider, URLSession
<b>SDK / API and Integrations</b>	Facebook API, RESTful API
<b>Platforms</b>	Fastlane

<b>Project Management &amp; Administration</b>	MVP
<b>QA, Test Automation, Security</b>	Unit Testing, XCTest
<b>Mail / Network Protocols / Data transfer</b>	WebSockets
<b>Other Technical Skills</b>	GCD, MVVM+Rx, OOP/MVC, RACI matrix

## WORK EXPERIENCE

### iOS Developer, Social & Security App

**Duration:** Dec 2023 – Jul 2024

**Summary:** The NEO messenger application focuses on a high level of security with two layers of encryption and PIN code account access, accompanied by flexible data storage settings.

**Responsibilities:** Led the successful implementation and overhaul of project architecture, enhanced efficiency and scalability, conducted a thorough analysis of MatrixSDK, and executed feature development, code optimization, and bug fixing.

**Technologies:** Swift, Matrix SDK, Firebase, KeychainSwift, UIKit, CoreData, SnapKit, SwiftLint, URLSession, async/await

### iOS Developer, VPN & Network Security

**Duration:** Aug 2023 – Dec 2023

**Summary:** This project involves the development of a highly secure VPN client application designed for both individual and enterprise users. The application leverages the Packet Tunnel Provider to intercept and secure network traffic, ensuring end-to-end encryption. It also utilizes NWProtocolWebSocket for maintaining real-time communication between the client and the server, providing a seamless and secure user experience.

**Responsibilities:** Developed and integrated the VPN client, architected application scalability, implemented user authentication and data encryption, and conducted application testing and debugging.

**Technologies:** Swift, Packet Tunnel Provider, NWProtocolWebSocket, Network Extension, UIKit, URLSession, Keychain, SwiftLint, async/await

### iOS Developer, English App

**Duration:** Mar 2023 – Jul 2023

**Summary:** An app designed to assess English proficiency, featuring a diverse task 'bank' and reporting capabilities, with a scalable and easily updatable test database.

**Responsibilities:** Spearheaded full-cycle mobile app development, refactoring for performance and scalability, and implemented AppStore deployment.

**Technologies:** Swift, SwiftUI, MVVM, Combine, FirebaseAPI

### iOS Developer, Healthcare

**Duration:** Nov 2022 – Feb 2023

**Summary:** A medical app providing appointment scheduling, medication tracking, mental



health resources, and mental exercise games.

**Responsibilities:** Implemented UIs, developed a robust Network Layer, and participated in full-spectrum development from feature implementation to bug fixing.

**Technologies:** Swift, UIKit, SpriteKit, Networking, AVFoundation, Multithreading, Core Animation, MVP, CocoaPods, Autolayouts, Storyboard, GCD, URLSession, UserDefaults, CoreImage, Apollo, Twilio

### **iOS Developer, Food & Delivery**

**Duration:** Jun 2021 – Oct 2022

**Summary:** A platform for online purchase and delivery from local alcohol markets, with user personal accounts, product reviews, and favorites list.

**Responsibilities:** Crafted Swift codebase, led project refactoring for maintainability, implemented features and navigation logic, and worked with network integration.

**Technologies:** Swift, UIKit, Moya, Realm, MVP+Router+Adapter, UserDefaults, CocoaPods, SourceTree, Express, MongoDB, Cypress

### **iOS Developer, Social Application**

**Duration:** Jan 2021 – May 2021

**Summary:** Internal iOS SDK development including chat and video call functionality, with a demo application showcasing these capabilities.

**Responsibilities:** Established application and SDK architecture, implemented chat and WebRTC features, and refined UI and bug fixes.

**Technologies:** Swift, Firebase SDK, WebRTC, UIKit, MessageKit, CallKit

### **iOS Developer, E-commerce**

**Duration:** May 2020 – Dec 2020

**Summary:** An app for managing group events and expenses, allowing members to track spending and settle financial contributions efficiently.

**Responsibilities:** Established application architecture, developed navigation logic and bespoke animations, and integrated network communication.

**Technologies:** Swift, Core Animation, BaaS, Core Data, Networking, MVC, UIKit, Multithreading

### **iOS Developer, E-commerce**

**Duration:** Jan 2020 – Apr 2020

**Summary:** An application for purchasing and managing tickets and vouchers for events and retail discounts, including a map feature and QR code scanning.

**Responsibilities:** Led UI implementation, optimized Swift codebase, and managed App Store delivery and feature implementation.

**Technologies:** Swift, UIKit, MapKit, AVFoundation, Core Graphics, Core Animation, Jira, SourceTree



### **iOS Developer, Music Player**

**Duration:** Sep 2019 – Dec 2019

**Summary:** An iOS music player built on AudioKit with a focus on speed, lightness, and design, featuring a visual equalizer and user-friendly API.

**Responsibilities:** Developed a music player application, focusing on a simple and intuitive design with a two-channel visual equalizer.

**Technologies:** Swift, AudioKit, AVKit, MediaPlayer

### **iOS Developer, Under NDA**

**Duration:** Apr 2019 – Aug 2019

**Summary:** An ePOS system for airline crews to manage in-flight sales with offline capabilities and server communication for post-flight data processing.

**Responsibilities:** Coded efficiently in Swift, led project refactoring for performance optimization and managed app deployment and feature implementation.

**Technologies:** Swift, UIKit, MVP, URLSession, UserDefaults, CocoaPods, SourceTree, GitLab, PromiseKit

## **EDUCATION**

- **V. N. Karazin Kharkiv National University**  
Master's degree in System Engineering and Computer Science

