

# Dmytro T.

## Senior Senior iOS Engineer

### SUMMARY

- 7+ years of iOS developer
- 7 years of experience with Swift
- Upper-intermediate English
- Available ASAP

### TECHNICAL SKILLS

<b>Main Technical Skills</b>	Swift (7 yr.)
<b>Programming Languages</b>	Swift (7 yr.)
<b>Mobile Frameworks and Libraries</b>	Fabric (4 yr.), Moya (4 yr.), Push notifications
<b>Python Libraries and Tools</b>	Fabric (4 yr.)
<b>UI Frameworks, Libraries, and Browsers</b>	Foundation (3 yr.)
<b>Ruby Frameworks</b>	Sinatra (2 yr.)
<b>Databases &amp; Management Systems / ORM</b>	Firebase (2 yr.), Realm (5 yr.), SQL (7 yr.)
<b>iOS Libraries and Tools</b>	Alamofire (7 yr.), ARKit (4 yr.), AVFoundation (3 yr.), CocoaPods (6 yr.), Core Bluetooth (4 yr.), Core Data (7 yr.), Core Location (2 yr.), MapKit (5 yr.), SceneKit (4 yr.), Starscream, StoreKit (3 yr.), UIKit (7 yr.), Viper (2 yr.)
<b>SDK / API and Integrations</b>	Facebook SDK, Google Maps API (4 yr.), RESTful API, Stripe, Swagger, Uber API
<b>Platforms</b>	Firebase (2 yr.), MediaPlayer (2 yr.), Zendesk
<b>Version Control</b>	Git (7 yr.), GitLab
<b>Operating Systems</b>	iOS (7 yr.), macOS (9 yr.)
<b>Collaboration, Task &amp; Issue Tracking</b>	Jira (7 yr.), Miro

<b>QA, Test Automation, Security</b>	Postman (7 yr.), Unit Testing (5 yr.)
<b>Methodologies, Paradigms and Patterns</b>	Scrum (7 yr.), SOLID (2 yr.)
<b>UI/UX/Wireframing</b>	Sketch (4 yr.)
<b>Third Party Tools / IDEs / SDK / Services</b>	XCode (2 yr.)
<b>Other Technical Skills</b>	DeclarativeTVC, Dispatch (4 yr.), Generamba (2 yr.), iBeacon, IGListKit (4 yr.), Twilio SDK

## EXPERIENCE

### iOS developer

September 2020 – Present

**Description:** User application

**Responsibilities:**

- Developing Bluetooth functionality for the app to fetch data from the chargers and batteries.

**Technologies:** Core Bluetooth, CocoaPods, RxSwift, Alamofire, UIKit

### iOS developer, Mobile bank (Broker)

April 2021– January 2022

**Description:** Financial technology app. Open/close broker accounts, buy/sell trading assets, detailed investments information, charts, price alerts and trading orders.

**Responsibilities:**

- Developing new features, refactoring legacy components, maintaining business logic tests and projects modular structure.

**Technologies:** VIPER, SOLID, Unit tests, Sinatra, Generamba, DI

### iOS developer, Bunz

November 2020 – April 2021

**Description:** Trading app. Trade for everything from clothing and furniture to houseplants and art.

**Responsibilities:** Developing new features, maintain codebase, continuous integration / delivery setup.

**Technologies:** CocoaPods, Firebase, Fastlane, CircleCI

### iOS developer, Plug and Plink

June 2020 – September 2020

**Description:** Plug and Plink provides a new possibilities for distance piano lessons with a snake device which contains LED strips that helps understand which key to



hit.

**Responsibilities:** Developing Swift Bluetooth extension for the Flutter app to communicate with Plug and Plink piano snake.

**Technologies:** Core Bluetooth, Swift Packages

### **iOS developer, Supporting application for web app**

March 2020 – May 2020

**Description:** User registers his account and logs into a web application via this app (QRscanner). User makes his actions in a web app and confirms/ approves this action in an iOS app.

**Responsibilities:**

- Development UI in storyboards
- Adjusting controllers and related view models Extending networking layers (http and web sockets) Error handling
- View controller transitions and animations
- App localization

**Technologies:** UIKit, DeclarativeTVC, Alamofire, Starscream, Gitlab, Git, Zendesk, JIRA, Miro, Swagger, Postman

### **iOS developer, AR Scanner**

October 2019 – January 2020

**Description:** iOS application that helps to build virtual 3D models of objects for maps just by recording a video of the object.

**Responsibilities:**

- Development UI in storyboards
- Adjusting related controllers
- Creating rich 3D and AR experiences with SceneKit and ARKit Extending networking layers
- View controller transitions and animations

**Technologies:** UIKit, ARKit, SceneKit, Alamofire, SwiftProtobuf, GLTFSceneKit, Github, Git, JIRA, Postman

### **iOS developer, Event invites platform**

April 2019 – November 2019

**Description:** Advanced modular app platform with ability to create event, invite people and make custom actions for event. Live stream feature included.

**Responsibilities:**

- Development according to requirements Update legacy code
- Modules updating
- Implementing new features

**Technologies:** Swift, RestAPI, Push notifications, GIT, Audio/Video steaming

### **iOS developer, Walk safe app**

March 2019 – June 2019

**Description:** App that brings the feeling of safety to your family and friends.



Setup the timer and list contacts for checking your arrival and walk safe.

**Responsibilities:**

- Development according to requirements Create architecture design
- Modules implementation

**Technologies:** Swift, RestAPI, Push notifications, GIT, Twilio SDK, Core Location

**iOS developer, Bars guide**

June 2017 – December 2018

**Description:** Application shows list of bars with different discount systems and gives you possibility to drive there comfortably using Uber services.

**Responsibilities:**

- development according to requirements
- create architecture design
- modules implementation

**Technologies:** Swift, RestAPI, Uber API, Firebase, Facebook SDK, GIT, iBeacon, Stripe

**iOS Developer, Alarm clock app**

April 2016 – October 2016

**Description:** Startup. This app is good for people who need to get up in time, but a regular alarm clock has no effect on them. When you want to set up alarm clock you must scan a barcode of your teeth paste. When the time comes, alarm starts with sound that you specify in your settings and friendly notification that will ask you to scan the barcode again, and that will stop alarming. There are two ways to snooze your alarm – either you have to pay (in app Purchase) either take a shot of your sleepy face (face scan will detect it) and share it on social network (Facebook, Twitter, Vk) that you have logged in.

**Responsibilities:**

- create architecture design
- decision-making
- negotiating
- modules implementation

**Technologies:** AVFoundation (barcode scanner, face detection), UIKit (app interface), Foundation (data model), MediaPlayer (alarming), Facebook, Twitter, Vk SDK (authorization, sharing), StoreKit (in app Purchase), CocoaPods (EAIntroView, AnimatedTextInput), Alamofire pod (http networking, REST API)

**iOS Developer, App for Ukrainian car dealer collectors**

September 2016 – October 2016

**Description:** This app is designed for finding cars that are in search. Collector will simply enter the car numbers into the text field, press button for search and it will come up with a list of cars that match this search. He can add some info about the car like car location, photo or text details.

**Responsibilities:**

- create architecture design
- decision-making
- modules implementation
- UI development



- networking layer

**Technologies:** UIKit, Foundation, Cocoa Pods (AnimatedTextInput, SwiftKeychainWrapper), Alamofire (http networking, REST API)

### **iOS developer, Social network app**

November 2016 – April 2017

**Description:** This app is a client for iOS game that uses a virtual currency. You can withdraw money, recharge, invite friends from your phone book. Also you can get some extra money if you're using this app continuously.

#### **Responsibilities:**

- UI development
- negotiating
- modules implementation

**Technologies:** UIKit, Foundation, StoreKit (in app Purchase), Alamofire (http networking, REST API)

## **EDUCATION**

**Yuriy Fedkovych Chernivtsi National University, Faculty of Systems of technical secure information and automatization of process, Master Degree.**

2007 - 2012

## **CERTIFICATES**

**Stanford, Developing iOS apps with Swift 193p, iTunesU course**  
2015

