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

Main Technical Skills	Swift (7 yr.)
Programming Languages	Swift (7 yr.)
Mobile Frameworks and Libraries	Fabric (4 yr.), Moya (4 yr.), Push notifications
Python Libraries and Tools	Fabric (4 yr.)
Ruby Frameworks	Sinatra (2 yr.)
Databases & Management Systems / ORM	Firebase (2 yr.), Realm (5 yr.), SQL (7 yr.)
UI Frameworks, Libraries, and Browsers	Foundation (3 yr.)
iOS Libraries and Tools	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.)
SDK / API and Integrations	Facebook SDK, Google Maps API (4 yr.), RESTful API, Stripe, Swagger, Uber API
Platforms	Firebase (2 yr.), MediaPlayer (2 yr.), Zendesk
Version Control	Git (7 yr.), GitLab
Operating Systems	iOS (7 yr.), macOS (9 yr.)
Collaboration, Task & Issue Tracking	Jira (7 yr.), Miro
QA, Test Automation, Security	Postman (7 yr.), Unit Testing (5 yr.)
Methodologies, Paradigms and Patterns	Scrum (7 yr.), SOLID (2 yr.)
UI/UX/Wireframing	Sketch (4 yr.)

Third Party Tools / IDEs / SDK / Services	XCode (2 yr.)
Other Technical Skills	DeclerativeTVC, 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 posibilities 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 comunicate with Plug and Plink piano snake.
Technologies: Core Bluetooth, Swift Pachages

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 sokets) Error handling
- View controller transitions and animations
- App localization

Technologies: UIKit, DeclerativeTVC, 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 detectit) 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