

Denys T.

Expert Senior iOS Software Developer

SUMMARY

- Software engineer with a decade of experience, skilled in a multitude of programming languages including Swift, Objective-C, and Java. - Expert in developing for iOS with in-depth knowledge of frameworks such as UIKit, SwiftUI, CoreData, and an adept understanding of BLE technology. - Led the maintenance and feature development of a well-known iOS VPN and Password Manager application, focusing on optimizing performance and implementing new features. - Utilized MVC architecture alongside Objective-C and Swift to enhance the functionality of the VPN and Password Manager application. - Played a key role in refactoring the VPN application codebase to improve efficiency and maintainability. - Leveraged Alamofire for network management within the VPN application, ensuring reliable and secure connections. - Collaborated closely with the development team to maintain the high quality of the VPN application's user experience and performance. - Upper-Intermediate English

TECHNICAL SKILLS

Main Technical Skills	FDD (10 yr.), Swift (5 yr.), Objective-C, Java, Architecture and Design Patterns
Programming Languages	Java, Objective-C, Swift (5 yr.)
Scala Libraries and Tools	Akka Streams
Mobile Frameworks and Libraries	BLE, Crashlytics, Gson, KeychainSwift, Kotlin Coroutines, LiveData, Lottie
JavaScript Frameworks	React
JavaScript Libraries and Tools	Redux-toolkit
Data Analysis and Visualization Technologies	Google Analytics, MapBox
Databases & Management Systems / ORM	Firebase, Realm, SQLite
UI Frameworks, Libraries, and Browsers	HTML, XML
iOS Libraries and Tools	Alamofire, APNS (Apple Push Notification Service), CocoaPods, Combine framework, Core Bluetooth, Core Data, Core Location, SwiftGen, SwiftLint, SwiftPM, SwiftUI, UIKit, Viper
Methodologies, Paradigms and Patterns	Architecture and Design Patterns, Clean Architecture, FDD (10 yr.), MVVM, SOLID

Virtualization, Containers and Orchestration	Docker Compose
Platforms	Firebase
Version Control	Git, Github Actions
Deployment, CI/CD & Administration	GitLab CI
SDK / API and Integrations	IOS SDK
Third Party Tools / IDEs / SDK / Services	IOS SDK, XCode
Project Management & Administration	MVP
Mail / Network Protocols / Data transfer	XMPP
Other Technical Skills	in app Purchases, MEP Coordination, MVVM+Rx

WORK EXPERIENCE

iOS Team Lead, Multifunctional application for taxi, goods and food delivery

Duration: March 2023 - now

Summary: Development and implementation of a multifunctional application for taxi, goods, and food delivery

Responsibilities: Technical solutions investigation, Project maintenance, Team communication, Demo conducting, Onboarding flow, Wallet widget, Ongoing widget, Push Notifications unification, DeepLinks unification, Rebranding

Technologies: Facebook SDK, iOS SDK, Crashlytics, Jetpack Compose, SwiftUI, React, GSON, Koin, Timber, libphonenumber, DataBinding, MaterialUI, Jetpack DataStore, React Router, Glide, Retrofit 2, OkHttp, React testing library, Kotlin Coroutines Flow, Kotlin Coroutines, LiveData, Navigation Component, WebView, Swift, Kotlin, Swift Package Manager, Xcode, Firebase Analytics, GitHub Actions, Git, Firebase Messaging, XML, GitHub, MVVM, Modular Architecture, Redux-toolkit

iOS Team Lead, iOS client for company internal system

Duration: March 2022 - now

Summary: iOS client development for company's internal system for tracking employee absences and personal parameters

Responsibilities: Leading development process, Code review, Supervising tech solutions, Tasks prioritization

Technologies: iOS, MacOS, Swift, Swift Package Manager, AWS Cognito, iOS SDK, SwiftGen, SwiftUI, Combine, URLSession, Git

iOS Team Lead, App for managing LEGO blocks via BLE

Duration: April 2021 - December 2022

Summary: Leading the development of an app to manage LEGO blocks via Bluetooth, including redesigning and enhancing functionality

Responsibilities: Leading development process, Code review, Communication with customer,



Supervising tech solutions

Technologies: MVC, Swift, UIKit, CoreBluetooth, GameController, Firebase Storage, Firebase

iOS Engineer, VPN and Password Manager application

Duration: March 2021 - June 2021

Summary: Maintenance and feature development for a known market iOS VPN and Password Manager application

Responsibilities: Project maintenance and refactoring, Designing and implementation of new features

Technologies: MVC, Objective-C, Swift, Alamofire, Realm, UIKit, Git

iOS Engineer, Perfumes app

Duration: February 2021 - March 2021

Summary: iOS development leadership for a redesigned app with NFC tag functionality for perfumes, ensuring tight deadlines were met

Responsibilities: Leading development process, Code review

Technologies: Swift, UIKit, CoreBluetooth, BLE, Git

iOS Team Lead, App for capturing athlete performance metrics

Duration: August 2020 - January 2022

Summary: iOS application development for capturing and saving athlete performance metrics during events

Responsibilities: Leading development process, Team composition, Supervising tech solutions, Communication with customer, Code review

Technologies: Swift, MVC+Coordinators, Alamofire, KeychainAccess, Firebase Remote Config, GitlabCI, UIKit, CoreData, Crashlytics, GitLab

iOS Team Lead, Real estate app

Duration: January 2020 - November 2020

Summary: iOS application development for a social real estate platform featuring chat functionality and property search and viewing

Responsibilities: Leading iOS development process, Project maintenance, Communication with customer, Demo conducting

Technologies: Swift, Alamofire, AppCenter CI, UIKit, MapBox, GetStream Chat SDK, StreamChat SDK, Crashlytics, Git, Google Analytics

iOS Engineer, App to collect measurements from systems

Duration: August 2019 - November 2019

Summary: Development of an app providing functionality for collecting manual measurements from systems in online and offline modes

Responsibilities: Development of features, Design architecture, Gathering requirements, Bugs fixing

Technologies: Clean Architecture, Swift, Alamofire, UIKit, CoreData, Git

iOS Engineer, Application for consultants of tobacco company

Duration: July 2019 - March 2020

Summary: Development lead for an application assisting consultants of a Ukrainian tobacco company

Responsibilities: Code review, Leading development process, Features decomposition, Preparing refactoring plan, Tasks prioritisation, Supervising tech solutions

Technologies: MVC, iOS, Swift, CocoaPods, Alamofire, Lottie, GitlabCI, UIKit, CoreData, XCTest, Git, Crashlytics, GoogleMaps, Firebase Messaging, GitLab, Google Analytics



iOS Engineer, SDK for Subscription & Membership Management Platform

Duration: May 2019 - June 2019

Summary: Development of new functionality and release of new SDK versions for an All-In-One Subscription & Membership Management Platform

Responsibilities: Development new functionality, Release new versions of SDK, Bugs fixing

Technologies: Swift, CocoaPods, Alamofire, KeychainAccess, In-App Purchase, Git

iOS Engineer, App to read ID cards

Duration: April 2019 - May 2019

Summary: App development to read and process data from ID cards, including reversing engineering SDK for handling closed data

Responsibilities: Reverse engineering SDK, Investigate and propose tech solution to develop required functionality

Technologies: Objective-C, Alamofire, UIKit, CoreBluetooth, Git

iOS Engineer, Application for influencers to connect, share insights and fuel innovation

Duration: January 2019 - March 2019

Summary: Contributed to the development of cross-platform application for influencers to share insights and connect

Responsibilities: Features development, Bugs fixing, Investigate and provide complex tech solutions

Technologies: Objective-C, Swift, Objective C++, Java, C++, XMPP

EDUCATION

- **National Aerospace University "Kharkiv Aviation Institute"**
Information system and networks Specialist's degree
2007 - 2012

