

Hiring software engineer as easy as calling a taxi.

Vadym F.

iOS Developer

SUMMARY

Software engineer with 4+ years of commercial experience in IT;

- Strong skills working with iOS;
- Proficient in developing applications using Swift and Objective-C;
- Experience with iOS technologies such as UIKit, SwiftUI, Combine, Core Data, and more;
- Familiarity with various architecture patterns, CI/CD, OOP principles, and REST API;
- Excellent knowledge of OOP and experience in using design patterns;
- Proficient in using Git for source control and Jira for tracking systems;
- Experienced in Agile development methodologies such as SCRUM and Kanban;
- Demonstrated expertise in mobile app development, including UI/UX design, testing, and deployment;
- Skilled in using various tools and frameworks such as Firebase, CoreML, and CocoaPods;
- Strong problem-solving skills and ability to work with databases such as SQLite, MySQL, and NoSQL;
- Proficient in English, both spoken and written, at an upper-intermediate level.

SKILLS

Main Technical Skills	iOS
Programming Languages	Objective-C, Swift
UI Frameworks, Libraries, and Browsers	Auto Layouts (Figma), Foundation, Ulkit
Mobile Frameworks and Libraries	Fabric, KeychainSwift
Python Libraries and Tools	Fabric
Java Libraries and Tools	JSON API
Databases & Management Systems / ORM	Firebase, FireStore, MySQL, NoSQL, SQLite
Third Party Tools / IDEs / SDK / Services	AppCenter, Firebase SDK

iOS Libraries and Tools	AVFoundation, CocoaPods, Combine framework, Core Animation, Core Data, MapKit, SwiftUI, TestFlight, UIKit, Viper
Deployment, CI/CD & Administration	CI/CD
Methodologies, Paradigms and Patterns	Design patterns, DRY, Kanban, MVC, MVVM, Observer, OOD, OOP, Scrum, Singleton, SOLID, TDD, UML
Platforms	Fastlane, Firebase
Version Control	Git, Github Actions, SourceTree
Operating Systems	iOS
Collaboration, Task & Issue Tracking	Jira, Redmine
SDK / API and Integrations	JSON API, RESTful API, Stripe
QA, Test Automation, Security	TestFlight, UI testing, Unit Testing, XCTest
Other Technical Skills	App Clips, Bridge, Builder, CoreML, CreateML, Facade, Factory, FNetworking, memory management, MetalKit, MLModel, Modular Architecture, Multithreading (GCD), Networking, Objective-C/Swift, Push notifications, Salesforce Analytics, Salesforce SDK, SPM, XIBs, YAGNI

WORK EXPERIENCE

iOS Developer, Healthcare

Duration: Apr 2023 - Jul 2024

Summary: Application for ordering medical devices in the manufacturer's internal network.

Responsibilities:

- Implementation of new features, contributing to the continuous improvement of the app.
- Creating a new framework based on an outdated one to eliminate problems with hosting an application on TestFlight.
- Development, application redesign, optimization, and refactoring for elevated performance.
- Taking charge of identifying and swiftly resolving bugs.
- Scanning and parsing QR and barcodes.

Technologies: Objective-C, UIKit, Foundation, SalesforceAnalytics, SalesforceSDK, AppCenter, AVFoundation.



iOS Developer, NDA

Duration: Oct 2022 - Sep 2023

Summary: Application for ordering medical devices in the manufacturer's internal network.

Responsibilities: Implementation of new features, refactoring, bug fixing, working with barcodes, and creating a new framework based on an outdated one to eliminate problems with hosting an application on TestFlight.

Technologies: Objective-C, UIKit, Foundation, SalesforceAnalytics, SalesforceSDK, AppCenter, AVFoundation.

iOS Developer, NDA

Duration: Sep 2021 - Sep 2022

Summary: An app is an excellent solution for digital and interactive on-table ordering that lets you seamlessly and speedily order, tip, and pay in one place.

Responsibilities: Implementation of the new UI, optimizing the application, bug fixing.

Technologies: SwiftUI, Combine, App Clips, Stripe.

iOS Developer, NDA

Duration: May 2021 - Aug 2021

Summary: An application created for people who want to create their games. Each user can create his own game from the video, adding one of the various control options. Anyone who downloads the application can play the game you created and set a new record.

Responsibilities: Implementation of Firebase Dynamic Links, Firebase Analytics update, adding new functions for account management, and bug fixing.

Technologies: Objective-C/Swift, Firebase, MetalKit, AVFoundation.

iOS Developer, NDA

Duration: Sep 2020 - Apr 2021

Summary: **The main** purpose of the application is to help the players in the offline match of the Debertc game to count points and monitor the statistics of the game using a mobile device. Application capabilities: offline and online mod, creating and setting up a match, synchronizing data for all players in the match, scoring points, saving user statistics. The advantage is the ability to recognize cards through the phone camera, which will speed up the scoring of the match.

Responsibilities: Implementation of work with Firestore Database, synchronization of users' data, local storage implementation, user login using Google account, refactoring, and bug fixing.

Technologies: SwiftUI, Combine, Firebase, Firestore, CreateML, CoreML, Architecture pattern MVVM, Core Data, CocoaPods.

iOS Developer, NDA

Duration: Jan 2020 - Aug 2020

Summary: The main purpose of the application is to facilitate the refueling process.

Main functions:

- Displaying gas stations on the map and building routes to the selected gas station.



- Comparison of prices in different networks of gas stations.
- Calculation of the cost of one filling, taking into account the selected network of filling stations and the number of required liters.

Responsibilities: Implementation of maps, placement of objects on the map, building routes. Implementation of registration and user authentication.

Technologies: UIKit, MapKit, Firebase.

iOS Developer, NDA

Duration: May 2019 - Nov 2019

Summary: The application provides the ability to track an object in real time, as well as recognition of the type of object and further interaction with it through API translations and API playback.

Responsibilities: UI implementation, Implementing the idea from start to publication, developing code in Swift, network management, project refactoring and bug fixing, working with git, collaborating with a team to define, design, and ship new features, ensuring the performance, quality, and responsiveness of the application, distributed application with test flight.

Technologies: Swift, UIKit, AVFoundation, Networking, Multithreading(dispatchQueue), delegation, pattern MVC, Core Animation, Testflight, SourceTree, MLModel, JSON API.

iOS Developer, NDA

Duration: Nov 2018 - Apr 2019

Summary: The app is a databank of real estate properties directly from the owners (not agencies) in Kyiv, Kharkiv, and Odesa regions. This application aims at helping with property rent or purchase from estate owners avoiding agencies. The main task is to gather all the ads about real assets in a single database from all the sources, be it print media or digital variants. Objects are added to the current database during the 1st hour after it is published. The information is constantly updated online from 7 a.m. to 10 p.m.

Responsibilities: UI implementation, developing code, implementation of new features, bug fixing

Technologies: FNetworking, Core Data, Core Animation, Cocoapods, Fabric, REST API, KeyChain, lazy downloading.

EDUCATION

National University

Master's degree in Computer Science

