

Oleksandr Hrabovskyi

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Professional Summary

- **Senior / Lead iOS Engineer** with 10+ years in software engineering and deep production iOS experience across e-commerce, consumer, and SDK products.
- **Stability & performance:** raised a live retail app to $\approx 99.8\%$ crash-free and 3.4 -> 4.6 stars, and lifted older-device frame rate from ≈ 10 FPS to a steady 60 FPS.
- **Legacy modernization:** migrated large codebases to SPM feature modules, dependency injection, and async/await, and planned a six-module Swift 6 rewrite of a legacy Objective-C engine.
- **Delivery & CI/CD:** own automated testing (XCTest, XCUITest, snapshot) and pipelines on Bitrise, GitLab CI, and Fastlane, sustaining monthly and TestFlight release cadences.
- **Currently leading development of an independent iOS app** for short-form talking-head videos - owning architecture, on-device speech-to-text, and performance end to end.

Skills

Languages & Frameworks: Swift, SwiftUI, UIKit, Objective-C, Structured Concurrency (async/await), Combine, Kotlin Multiplatform, SQLite, XCTest, XCUITest, WidgetKit

Apple Platforms & Media: iOS, tvOS, visionOS, ARKit, RealityKit, Metal, AVFoundation, CoreGraphics, CoreLocation, CoreMotion

Architectures & Patterns: MVVM, Clean Architecture, Dependency Injection, Modular Architecture (SPM feature modules), offline-first, legacy modernization

Tools & CI/CD: Git, Fastlane, Bitrise, GitLab CI, CocoaPods, Swift Package Manager (SPM), TestFlight, Firebase, LaunchDarkly, Mixpanel

Work Experience

Lead iOS Engineer - Clipka

Oct 2025 - Present | Spain, remote

- Built LexSpeech, an on-device ASR engine reaching ≈ 180 ms word-follow latency at $\approx 13\%$ CPU / 40MB - no cloud calls.
- Architected the app as 14 layered SPM modules (Foundation -> Services -> Features -> AppHost) with compiler-enforced import boundaries and Factory DI, so every feature builds and tests independently.
- Cut combine-playback main-thread CPU from 41.4% to 35.2% and peak memory from 115MB to 99MB while holding 60 FPS, by profiling with Instruments and windowing the word strip to on-screen cells.
- Developed the end-to-end capture -> align -> edit -> export pipeline (SwiftUI + SwiftData, iOS 26) with animated per-word captions - the in-app preview matches the exported video frame-for-frame, and stitched takes join within one frame.

Lead iOS Engineer - MileIQ

May 2025 - Sep 2025 | Canada, remote

- Cut split trips $\approx 50\%$ and delivered sub-20-second trip starts by introducing signal-driven warm-up in the core detection engine (Core Location, Core Motion, Core Bluetooth).
- Prevented pre-release regressions by adding replay-based integration tests around a legacy Objective-C stack.
- Instrumented the detection engine end to end - defined the event schema and built trip-funnel dashboards with the data team to evaluate every change.
- Planned a safer rewrite path: a 6-module architecture and a Swift 6 migration strategy to evolve the engine without breaking releases.

Principal iOS Engineer - intive

Aug 2021 - May 2025 | Kyiv, Ukraine, remote

- Raised a German retail e-commerce app (150+ stores) from 3.4 to 4.6 stars at $\approx 99.8\%$ crash-free through targeted bug fixes, UX improvements, and an in-app review flow.
- Cut legacy complexity and sped delivery by introducing SPM-based feature modules, dependency injection, an async/await migration, and selective SwiftUI adoption.
- Hardened quality and CI with XCTest, XCUITest, and snapshot testing, a mock API server, and preset environments for GitLab CI UI runs - sustaining a monthly release cadence.
- Led a parallel internal product initiative: owned scope and roadmap, coordinated QA/design, mentored developers, and landed a critical mid-cycle release.

Independent iOS Contractor - B2B Client Projects

Oct 2020 - Aug 2021 | Ukraine, remote

- Lifted frame rate on older devices from ≈ 10 FPS to a steady 60 FPS by profiling and optimizing SwiftUI views with Instruments (Varyence / PinSeeker).
- Delivered a tvOS port of an existing iOS app in 3.5 months, adapting navigation for the tvOS focus model and remote input.
- Built the presentation layer for an EV-charging app from scratch (Sphere Partners / BP Pulse) - custom circular charge indicators and scheduling graphs - with UIKit, Core Graphics, and Core Animation.
- Packaged native Swift UI components for reuse inside React Native through a Swift bridge, cutting duplicated UI work across apps.

iOS Developer - Endpass

Feb 2020 - Sep 2020 | Kazakhstan, remote

- Built an iOS identity-verification SDK with a ≈ 10 -15s selfie-video liveness flow (AVFoundation, Vision, Speech), splitting capture and processing across threads to keep the camera preview responsive.
- Added passport/driver-ID document capture with in-app crop, MRZ OCR, and NFC passport reading, plus OAuth 2.0, Sign in with Apple, Google Sign-In, and Keychain token storage.

iOS App Developer - LLP Kazanat Development

Jan 2019 - Jan 2020 | Kazakhstan

- Built a kindergarten-management iOS app from scratch - AVFoundation QR check-ins, REST/RSS integrations, and APNs push - during a move from backend to mobile.
- Optimized Realm schema and queries to remove UI stalls, and mentored a junior developer to successful delivery.

Backend Developer - Softway

Sep 2014 - Dec 2018 | Odesa / Astana

- Built integration subsystems uploading 100K+ credit contracts per month to government departments via REST APIs, ensuring data accuracy and compliance.
- Developed SQL-heavy business logic, complex queries, and transactional database updates across credit/leasing, trade-management, and gas-station domains.

Selected Product & Side Projects

Glyph Platforms - SwiftUI / AR Product Engineering

2024 | Remote

- Shipped a SwiftUI revamp of ≈ 12 screens in 2 months, removing unused 3D UI from an ARKit scene to unblock a customer contract.
- Delivered an AR session-recording pipeline (ARKit, Metal, AVFoundation) capturing video, depth, and 3D objects into a single package, plus a real-time WebSocket stroke-streaming preview to a 3D iPad mannequin.

App Incubator - iOS Tech Lead

2021 - 2022 | Part-time, startup studio

- Cut memory $\approx 8\times$ (406MB $\rightarrow$ 50MB) via image caching, downsampling, and cleanup, and built CI/CD from scratch on Bitrise with signed TestFlight builds and staging/prod presets.
- Led a 3-person mobile pod, shipped a crypto wallet from scratch to the App Store, and built Spotify-SDK social-listening features.

Education

- Odesa State Polytechnic University, Odesa - Master's degree in Computer Engineering.