

Torre Vieja, Spain

PROFESSIONAL SUMMARY

- **Senior Mobile Engineer** with iOS focus and Kotlin Multiplatform delivery experience; strong on performance, delivery automation, and safe large-scale refactors.
- **Performance:** improved unstable UI from ≈ 10 FPS to a steady 60 FPS; reduced memory usage ≈ 8 times (from 450MB to 50MB).
- **Delivery:** built and maintained CI/CD to automate builds and releases, freeing time for features.
- **Modernization:** led migration of legacy modules from Objective-C to Swift, simplifying core functionality and maintenance.

SKILLS

Languages & Frameworks: Swift, SwiftUI, Structured Concurrency, Combine, Kotlin Multiplatform, SQLite, UIKit, CoreGraphics, Vision, Speech, CoreLocation, CoreMotion, XCTest, XCUITest, SwiftData, WidgetKit.

AR/VR & Multimedia: RealityKit, ARKit, Metal, AVFoundation.

Architectures & Patterns: MVVM, Clean Architecture, Dependency Injection, offline-first.

Tools & CI/CD: Git, Fastlane, Bitrise, CocoaPods, Swift Package Manager (SPM), Firebase, Apollo (GraphQL), Realm, TestFlight, LaunchDarkly, Mixpanel, Cursor, Claude Code.

WORK EXPERIENCE

Senior Mobile Engineer - Welltory

Oct 2025 - May 2026 | Spain, remote

- Architected and shipped a Kotlin Multiplatform local-storage module for health-data persistence on iOS and Android, replacing 2 of 5 legacy storage implementations and enabling 4 product screens to work fully offline.
- Built the org-standard CI pipeline for KMP modules: ≈ 5 -minute runs, 83% test coverage including E2E, and merge-blocking validation against stale iOS XCFrameworks.
- Delivered features and modules on schedule outside my primary iOS stack by directing Claude Code agents for ADR drafting, schema iteration, and test scaffolding while owning hands-on implementation, architecture, review, and integration quality.

Lead iOS Engineer - MileIQ

May 2025 - Sep 2025 | Toronto, Canada

- Cut split trips by $\approx 50\%$ and achieved < 20 seconds starts by introducing signal-driven warm-up while owning the core detection engine (Core Location, Core Motion and Core Bluetooth).
- Prevented regressions before release with replay-based integration tests around the legacy Objective-C stack and staged rollouts behind feature flags.
- Set up analytics for the engine: defined the event schema, built trip-funnel dashboards via Bitdrift, and worked with data team to evaluate changes.
- Planned a safe rewrite: six-module design and a Swift 6 upgrade path to evolve engine without breaking releases.

Lead Mobile Developer - Glyph Platforms Inc.

Jan 2024 - Apr 2025 | Toronto, Canada

- Shipped a SwiftUI revamp of ≈ 12 screens in 2 months, removing unused 3D UI from ARKit scene under a tight deadline to unlock a customer contract.
- Built a real-time design preview: streamed strokes over WebSockets to a 3D mannequin preview on iPad, reusing the rendering core to avoid duplicate logic.
- Delivered an AR session recording pipeline (ARKit, Metal + AVFoundation): captured video, depth, 3D objects into a single package with on-device post-processing for 60 FPS replays (compared to ≈ 30 FPS live).
- Adapted immersive 3D scenes and kicked off the transition toward **visionOS** (Apple Vision Pro).

Principal iOS Engineer - intive

Aug 2021 - Feb 2024 | Kyiv, Ukraine

- Led iOS for a German store e-commerce app (150+ stores): raised crash-free to $\approx 99.8\%$ and improved app rating from 3.4 to 4.6 in ≈ 18 months via targeted bug fixes, UX tweaks, and an in-app review prompt.
- Modernized the codebase: introduced SPM-based feature modules (modular architecture), Dependency Injection, migration to `async/await`, and selective SwiftUI to reduce legacy complexity and speed up delivery.
- Strengthened testing & CI: contributed XCTest/XCUITest/Snapshot; set up a mock API server and preset environments for GitLab CI UI runs; shipped on a monthly cadence.
- Drove delivery & leadership: led an internal project in parallel (mobile + backend + design) - set scope and roadmap, coordinated QA/design, mentored developers, and secured a mid-cycle release to land a critical feature on time.

iOS Tech Lead - App incubator

Jan 2021 - Sep 2022 | remote, part-time

- Delivered three SwiftUI projects: helped to ship a crypto wallet from scratch to App Store (Manhattan), built social listening features on the Spotify SDK (Gemtone), and prototyped luxury stays with virtual coins (Luxyplay).
- Built CI/CD from scratch (Bitrise): 10–12 min signed TestFlight builds with staging/prod presets and build-numbered icons.
- Cut memory $\approx 8\times$ (from 406 to 50 MB) across common flows via image caching/downsampling and cleanup.
- Hardened delivery & codebase: SSL pinning for transactions; led a 3-person pod on one project; used SwiftUI, MVVM+Coordinator, `async/await`, Combine, Factory (DI).

Senior iOS Engineer - Varyence

May 2021 - Aug 2021 | Kyiv, Ukraine

- Shipped the tvOS port of the existing PinSeeker app in 3.5 months; adapted navigation for the tvOS focus model and remote input, reworked large-screen layouts.
- Raised frame rate on older devices (e.g., iPhone 7) from ≈ 10 FPS to a steady 60 FPS by profiling SwiftUI with Instruments.
- Rewrote the QR-code pairing flow with **AVFoundation** and added a manual session-code fallback to improve reliability.

Senior iOS Engineer - Sphere Partners

Oct 2020 - May 2021 | Kyiv, Ukraine

- Built the presentation layer for a new EV-charging app from scratch (BP Pulse), creating custom circular charge indicators and scheduling graphs with UIKit, Core Graphics, Core Animation.
- Packaged these native components for reuse in React Native via a Swift bridge, unifying APIs and reducing duplicate UI work across apps.
- Established Clean Architecture boundaries (presentation/domain/data) and environment configs (test/prod); set up a baseline Bitrise pipeline for signed builds.
- Optimized drawing and animations by decorator-style gradient layers and vector paths, minimizing overdraw/off-screen rendering to keep interactions smooth.

iOS App Developer - Endpass

Feb 2020 - Sep 2020 | Astana, Kazakhstan

- Built an iOS identity-verification SDK (plus a small test app) for partner integration on iOS 13, with reusable sign-in/sign-up flows and environment presets.
- Implemented selfie-video liveness (≈ 10 – 15 s): capture via AVFoundation, on-device face presence/pose with Vision, spoken-digits recognition with the Speech framework; split capture/processing across threads to keep the preview responsive.
- Added document capture: passport/driver ID upload with in-app crop; MRZ OCR using native frameworks and NFC passport reading via a third-party SDK.
- Integrated authentication: OAuth 2.0, Sign in with Apple, Google Sign-In, storing tokens safely in Keychain.

iOS App Developer - freelance

Nov 2019 - Aug 2020 | Astana, Kazakhstan

- Shipped a SwiftUI + Combine + AVPlayer audio app and prepared AppStore submission as the sole iOS engineer.
- Implemented background playback with Now Playing and remote controls, added gapless playback for seamless track transitions.
- Built an offline library: downloads with animated progress, playlists, search and filters, artwork caching; persisted with Core Data.
- Set up Fastlane lanes (signing, tests, TestFlight) and updated key screens for major iOS 14 UI changes.

iOS App Developer - LLC "Kazanat Development"

Jan 2019 - Aug 2020 | Astana, Kazakhstan

- Built from scratch a kindergarten management app: AVFoundation QR check-ins, REST/RSS integrations, APNs pushes.
- Improved UX & stability: custom UIKit / SnapKit animations; optimized Realm schema/queries to reduce UI stalls.
- Mentored a junior developer, ensuring effective collaboration and successful project delivery.

Backend developer - Softway

Sep 2014 - Dec 2018 | Odesa, Ukraine

- Led the development of diverse applications across credit and leasing, trade management, gas station management, enhancing operational efficiency and user experience for multiple clients.
- Developed huge count of SQL instances, complex requests and transactional updates for databases.
- Implemented integration subsystems to upload over 100K credit contracts each month to government departments through REST ensuring data accuracy, compliance, and streamlined workflows.
- Collaborated on technical designs and system concepts, contributing to the strategic growth and scalability of new software solutions.

EDUCATION

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