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Roman Senior iOS Developer

Software Engineer with more than 12 years of professional experience in iOS development. Strong knowledge of Object-Oriented Programming, Swift, Objective-C, patterns, and data structure.

I am a good team player with solid self-motivation and good communication skills, love learning new technologies and solving challenging tasks.

EXPERIENCE

Perfsol
iOS Engineer

March 2022 - now

Working as an iOS/tvOS Developer on different mobile projects for photo/video streaming, social media, and chats.

N-IX
iOS Engineer

December 2016 - March 2022

Working as a Developer and Team Lead on different mobile projects. I'm in charge of architecture, redesign, estimation, deploying process, crash reports analysis, involved in UX design, and requirements clarification.

Vakoms
iOS Engineer

October 2011 - November 2016

Working as a Developer and Team Leader on several iOS outsource projects for various purposes, including video streaming sevice, photo editing, networking and entertainment.

Projects:

CURA TV (United States)

Duration: 1 year 9 months

The CURA TV app is a companion application that links your main CURA account to any display or TV with AppleTV or any iOS device. Using CURA you can stream photos and videos from your dedicated libraries to any device. That means pretty much any TV, computer monitor or digital screen can be used with CURA. The app supports Apple TV, iOS and iPadOS.

Tech stack: Swift, JSON, Networking, REST, Multithreading, Sockets, Firebase, GIT, JIRA, XCTest.

Responsibilities: tvOS/iOS Engineer
– Designing, building, and maintaining efficient, reusable, and reliable code;

SKILLS

Swift, Objective C, bash/sh, OOP/OOD, TCP/IP, REST, Memory management, Continuous integration, Design Patterns, Technical Documentation, RDBMS, CoreData, SQLite, Agile, SCRUM, Kanban, Pair Programming, MacOS, Linux, iOS, watchOS/tvOS, Microsoft Windows, Social networks integration (Facebook, Twitter, LinkedIn, Instagram, Youtube), Payment services (Authorize.net, PayPal), In-App purchases, Apple Push Notifications, Game Center, iBeacon, Firebase, Flurry, Video analytics (Nielsen SDK, Youbora, Primetime SDK), Maps (Google maps, native iOS maps, MapBox), Advertisement (iAd, AdMob, MoPub, Chartboost), Apple developer portal, AppstoreConnect, External Accessory Framework, Cocoapods, Carthage, Swift package manager, Sketch, Zeplin, Figma, Adobe Photoshop, Adobe XD.

LANGUAGES

English (intermediate)
Ukrainian (Native or Bilingual)

- Identifying UI problems and bugs and devise elegant solutions;
- Making strategic technical decisions related to new products and functionalities;
- Helping maintain code quality;
- Guiding team development efforts towards successful product delivery;
- Suggesting technical and functional improvements to add value to the product, full involvement into Product Development;
- Conducting design reviews and code reviews.

Bank application (United Kingdom)
Duration: 3 years

Client is the leading UK Digital challenger to banks. They're building banking services that are fast, smart and simple to challenge with the High Street banks.

Tech Stack: Swift, JSON, Networking, REST, Multithreading, Firebase, GIT, JIRA, XCTest.

Responsibilities: iOS Engineer
- Designing, building, and maintaining efficient, reusable, and reliable code;
- Identifying UI problems and bugs and devise elegant solutions;
- Making strategic technical decisions related to new products and functionalities;
- Helping maintain code quality;
- Refactoring already existing code;
- Guiding team development efforts towards successful product delivery;
- Suggesting technical and functional improvements to add value to the product, full involvement into Product Development;
- Conducting design reviews and code reviews.

Fantasy Football Game (Sweden)
Duration: 2 years

Social fantasy football game and entertainment app for lovers of the sport. Our goal is to build the most loved football companion app on the planet, by focusing on the fun and thrill of the game and bringing it to a whole new level in a modern format.

Tech Stack: XCode, Cocoa, Swift, Game Center, Firebase.

Responsibilities: Senior iOS Engineer
- Development of the iOS app;
- Communicating with client's team;
- Estimating, documenting.

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Shopping Mall application (Switzerland)
Duration: 1 year

Mobile app for the big shopping mall in Switzerland. The app provides the full list of stores inside the mall with the ability to see the shop on the map and see directions. As well, the user is able to store the parking lot number which allows you to find your parked car easily. The app uses iBeacon technology to support indoor navigation.

Tech Stack: XCode, Cocoa, Swift, Game Center, Firebase.

Responsibilities: iOS Engineer
- Development of the iOS app;
- Communicating with client's team;
- Estimating, documenting.

Brain Games application (United States)
Duration: 6 months

This iPhone/iPad application is a set of learning games that contain 20 completely different addictive and fun puzzles at 5 different levels, including a number of innovative mini-games

Tech Stack: XCode, Cocoa, Objective-C, Game Center.

Responsibilities: iOS Engineer
- Development of the iOS app;
- Estimating.

Resume maker (EU)
Duration: 6 months

Application for making a resume on your iPhone or iPad. Featured as "What's Hot" on the App Store in 18 countries and downloaded more than 350.000+ in a year. User can import their profile from LinkedIn, edit it and then create a CV in .pdf format which can be shared to Dropbox or just be sent via email. Supports a lot of templates and adding user's photos. All data was stored in database with ability to synchronise in iCloud.

Tech Stack: XCode, Cocoa, Objective-C, iCloud, Core Data.

Responsibilities: iOS Engineer
- Development of the iOS app;
- Communicating with client's team.

Image caption application - simultaneous project (EU)
Duration: 6 months

Application which allow adding captions for images. Was #1 Photo App in 7 countries. User can browse his photo albums on Facebook, Instagram or just export image from his camera roll and then edit it by adding one of 5 different caption types. After that image can be saved or published to Facebook or Instagram

Tech Stack: XCode, Cocoa, Objective-C.

Responsibilities: iOS Engineer
- Development of the iOS app;
- Communicating with client's team;
- Estimating, documenting.

PDF maker - simultaneous project (EU)
Duration: 6 months

PDF maker is the same application as the previous one but with a different user interface and ability to create PDF books from edited images. Featured as What's Hot on App Store.

Tech Stack: XCode, Cocoa, Objective-C.

Responsibilities: iOS Engineer
- Development of the iOS app;
- Communicating with client's team;
- Estimating, documenting.

Norwegian parties app (EU)
Duration: 3 months

App for Norwegian parties. Users have the ability to see and complete some goals at a party. All data is stored on the database.

Tech Stack: XCode, Cocoa, Objective-C, Core Data.
Responsibilities: iOS Engineer
- Development of the iOS app;
- Communicating with client's team.

EDUCATION

Lviv Polytechnic University, *MSc*

Applied Mathematics and Informatics