Andrei Chenchik, iOS Software Engineer

I have 2 years of experience as a mobile engineer and over 7 years as a product lead in mobile apps. During my career, I went the whole way from a support specialist, though a frontend developer, and project and product lead and have chosen to grow as Swift Developer. I think the Swift ecosystem is the best one right now and has a chance to become significant in all fields (not just mobile) due to the constant evolution of the language and LLVM.

I believe that the only way to truly overcome a challenge is to build a deep understanding of the systems around it and then build your solution on top of that. That is why in my work I'm practising a holistic approach, and system thinking and constantly growing my knowledge in multiple disciplines like Mobile, Deep Learning, Backend, DevOps, etc.

Always looking forward to working and learning from dynamic teams, tackling hard challenges with lots of data, and complex and snappy UIs to deliver business value to customers.

Basic info

- Visa and Location: Spain `residency` and `work permit`, live in Barcelona.
- Languages: English `B2`, Spanish `A1` (como un niño de tres años)
- Contacts: andrei@chenchik.me, [+34 635 317 389](tel:+34635317389), github.com/AndreiChenchik, linkedin.com/in/AndreiChenchik, [Calendly](https://calendly.com)

Right now

`iOS Developer` remotely at [Saal Digital](https://saal.digital) ([AppStore](https://apps.apple.com)):
Working on a complex app that provide customers with ability to upload digital picture for printing, with ability to edit, create complex layout of multi-page multi-image products.

- Implemented modular project structure using Swift Package Manager `SPM` to reduce build time significantly
- Implemented Redux Store pattern for new SwiftUI modules with unidirectional flow to decrease coupling
- Stack: new modules with `SwiftUI`, `Combine`, `Redux`, and legacy code with `UIKit`, `Clean Swift` and `CoreData`

Other experience and achievements

- `Apr 2021 — Sep 2022` iOS Developer at [Simply Receipts App](#) ([source code](#)):
  - I started building this app from the scratch in `Apr 2021` as a learning project to solve bill keeping problem that I have, And I've released the app to the AppStore.
  - It's 100% built using `SwiftUI` with `MVVM` pattern and `CoreData` for data persistence with `CloudKit` for crossdevice synchronization
- `Jan 2021 — Feb 2022` Full Stack Engineer at [enableOps](#) ([source code](#)):
  - Learned how to build APIs using Python, so now I can create basic APIs for my Apps.
  - Following `SOLID` principles built the `React` frontend and `API` with `PostgreSQL` to let customers auth using Google `OAuth` interface and set up a Kubernetes cluster.
- `Apr 2014 — Apr 2021` Product Lead at multiple companies ([TruBe](#), [ABBYY](#), [Oktos](#)): Besides growing a mobile app products, preparing requirements and documentation, hiring and coaching team of developers:
  - Written several `iOS` and `Android` apps and recorded webinars to demonstrate the abilities of our ml-powered SDK and bring more sales.
  - Designed and driven implementation of `e2e encryption` for mobile messenger app, this feature became main in the product and provided the biggest customer.
  - Implemented `CI/CD` system to increase team throughput and introduced `Fastlane` toolset to fix ios app-signing pains.
  - Built an `analytics system` with multiple dashboards using `Python` and `SQL` to better understand customers and increased conversion.

Fun facts about me

I write a [blog](#). Love history and cultural discoveries. Did 400km of Camino de Santiago in [2022](#). Speak Russian. Run 2021km in [2021](#). Was 34 in 2022. Do long bike [rides](#). Born in an imaginary land - [Transnistria](#). Have twitter [@AndreiChenchik](#).