

Andrei Chenchik, iOS Software Engineer

I have 4 years of experience as a mobile engineer and over 7 years as a product lead. I progressed from support specialist to frontend dev, then to product lead, and finally to Swift development, plus some TypeScript for backend, with each step deepening my industry synergy.

As a generalist, I believe every solution involves trade-offs, and a broad perspective is essential for evaluating options and finding the best approach. Mentoring others also enhances my own understanding.

- Visa and Location: Spain `residency` and `work permit`, ready to remote work or in the office in Barcelona or nearby.
- Languages: English B2, Spanish B1.
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Right now

iOS Developer + some Backend at [ROBE \(GitHub\)](#): Working as the only developer and cofounder in a small team to create an AI-powered wardrobe management app. The app simplifies classification and tracking of clothing items using advanced LLM AI.

- Created backend and delivered the app to `TestFlight` release, enabling user testing and feedback.
- Stack: `SwiftUI`, `UIKit`, `TCA`, `MVVM`, `Tuist`, `Firebase`, `TypeScript` `cloud functions`.

Previous roles

- Oct 2022 – Jul 2024 iOS Developer remotely at [Saal Digital \(AppStore\)](#): Developed an app for uploading photos, designing multi-page layouts (like canva), and ordering prints.
 - Introduced a modular project structure using `SPM`, transforming a monolithic codebase. Reducing build time by x3-x5 to improve development speed.
 - Migrated the app to `TCA` and `SwiftUI`, leveraging previews to speed up feature development and improve the workflow for creating new modules. With `SwiftUI` → `UIKit` bridging for complex features.
 - Introduced `unit testing` for the iOS platform, ensuring app stability and facilitating quicker iterations during development.
 - Stack: new modules with `SwiftUI`, `Combine`, `MVVM`, `TCA`, plus `UIKit`, `CleanSwift`, `CoreData`, with `swift-openapi-generator`.
- Apr 2021 – Sep 2022 iOS Developer at [Simply Receipts App \(AppStore, sources\)](#): Built an AI-powered app for receipt recognition and tracking, addressing a personal need. This was my first AppStore project, where I learned iOS development.
 - Utilized `CoreML` for accurate optical character recognition and data extraction.
 - It's 100% built using `SwiftUI` with `MVVM` pattern and `CoreData` for data persistence with `CloudKit` for cross-device synchronization.
- Jan 2021 – Feb 2022 Full Stack Engineer at [enableOps \(source code\)](#): Automatic system to create `infra-as-code` specification for any payload leveraging `Kubernetes` and `Terraform`.
 - Following `SOLID` principles built the `React` frontend and `Python` `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](#), [ABBY](#), [Oktos](#)): Besides growing a mobile app products, preparing requirements and documentation, hiring and coaching team of developers:
 - Created several `iOS` and `Android` demo-apps and recorded webinars to demonstrate the abilities of our ml-powered SDK to brought more sales.
 - Designed architecture 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

Squash 🍈 enthusiast, [playing in tournaments](#). Did 400 🧑 km of Camino de Santiago in [2022](#). Run 2021 🧑 km in [2021](#). Born in an imaginary land - 🇲🇩 [Transnistria](#). Occasionally write 📝 [blog posts](#). [Fat 🐱 cat's](#) father. Love to 🏃 go [hiking](#)!