

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 developer, then to product lead, and finally to Swift development plus a bit of TypeScript coding for backend, with each step contributing to a deeper synergy of my industry understanding.

I tackle challenges through system thinking and a holistic approach, constantly learning across fields like Mobile, AI, Backend & DevOps.

- 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.
- Contacts: andrei@chenchik.me, [+34 635 317 389](tel:+34635317389), [GitHub](#), [LinkedIn](#), [Calendly](#).

Right now

iOS & Backend Developer at [ROBE](#): 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`, `Firebase`, `Typescript`, `GoogleCloud`, `Tuist`, `UIKit` for complex features.

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/Flux/Redux`, and legacy code with `UIKit`, `Clean Swift` and `CoreData`.
- Apr 2021 – Sep 2022 iOS Developer at [Simply Receipts App](#) ([source code](#)): 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 400km of Camino de Santiago in [2022](#). Run 2021km in [2021](#). Born in an imaginary land - [Transnistria](#). Occasionally write [blog posts](#).