Dmytro Skorokhod

**Experienced iOS Software Engineer,
expert in Swift and Objective-C,
KindHack hackathon winner,
team lead school alumni,
led a team developing travel industry iOS applications.**

Skills

Swift, Objective-C, Cocoa Touch, Client-Server Networking, Git, Object-Oriented Programming, Protocol-Oriented Programming, Grand Central Dispatch, OperationQueue, Unit Testing, Core Data, Auto Layout, Memory Management, Push Notifications, ARKit, SceneKit, MVC, MVVM, VIPER, Coordinator, XMPP, XMPPFramework, PromiseKit, SwiftUI, Combine, PDFKit, StoreKit, UIKit, AppKit, MapKit

Languages Knowledge

Advanced English. Perfect Ukrainian.

Experience

Founder
 D Integralas
 12/2021 — 1/2023
 Developed from scratch my own project "PDF Reader — Simple Viewer" for iOS and macOS. The used technologies: PDFKit, StoreKit, Swift, SwiftUI, UIKit, AppKit, Combine, Core Data. The app has 25k downloads.

Senior iOS Software Engineer (Swift)
 Noteworth *
 * Contract position. Hosted in Ukraine by Go Interactive.
 Kyiv, Ukraine
 1/2021 — 12/2021
 It's a MedTech project that connected hospitals and patients in the USA.
 Responsibilities and achievements:
 — Bluetooth Low Energy remote devices integration.
 — The COVID-19 patients support feature development.
 — Architecture improvements and refactoring.
 — The telemedicine feature improvements.
 — Unit testing.
 — Code review.
 Please contact Olga Matsyk for recommendation: **https://www.linkedin.com/in/olga-matsyk-b5838368/**

Senior iOS Software Engineer (Swift)
 YSV Digital
 Kyiv, Ukraine
 7/2020 — 1/2021
 Project: Axsioma. It's an XMPP-based multi-user messenger with paid access to influencers content.

Responsibilities and achievements:
—Responsible for release and App Store publication.
—Implemented the search feature.
—Implemented messaging features including pinned messages, message editing, message deleting.
—Implemented chat archiving.
—Performance improvements.

iOS Product Engineer (Objective-C)
Readdle
Odesa, Ukraine
12/2019 — 5/2020
Project: Documents. It's a file manager.
Responsibilities and achievements:
— Made improvement proposals from both development and UX prospective. My proposals were approved and I implemented them.
— Unit testing for the networking layer using URLProtocol.
— Refactoring.
— Redesign.
— Code review.

iOS Software Engineer (Swift/Objective-C)
Perfectial
Lviv, Ukraine
12/2016 — 3/2019
Projects: an XMPP messenger, a camera application for body measurement.
Responsibilities and achievements:
— Successfully completed all the assigned features for the XMPP messenger.
— Led the camera application.
— Investigated the augmented reality development and business.

Senior iOS Software Engineer (Objective-C/Swift)
Accenture
Rīga, Latvia
1/2015 — 8/2016
Took part in development of a world-class iOS application for watching streaming videos Hotstar (now Disney+ Hotstar). Now it is owned by The Walt Disney Company and was included by Apple to "Best of 2017. Trends of the Year". It was the number 1 free app in iTunes Charts India.
Took part in development of a macOS app StormTest.
Completed a team lead school.
Responsibilities and achievements:
— UI development.
— Bug fixing.
— Made improvement proposals.
— Investigated tvOS development.
— And the most interesting: I wrote back-end unit tests using Python and investigated Docker using Ubuntu.

Founder
D Integralas
1/2014 — 1/2015
Led a team developing travel industry iOS applications: "Lviv Guide", "New Orleans Guide", "Riga Guide", "New York Guide", "Paris Guide", "Venice Guide". The team consisted of 2 iOS developers and 2 artists. The used technologies: Objective-C, Swift, UIKit, MapKit, Core Data. "Lviv Guide" was among 100 most popular applications at App Store in Ukraine in the category "Travel".

iOS Software Engineer (Objective-C)

Software MacKiev
Kyiv, Ukraine
4/2012 — 1/2014
Project: a remote devices control application for a US customer.
Responsibilities and achievements:
— Remote devices communication development.
— UI development.
— Unit testing.
— Refactoring.
— Bug fixing.
— Code review.

Computer Operator
The Armed Forces of Ukraine
4/2008 — 4/2009

Higher Education

Bachelor of Computer Engineering
National Technical University of Ukraine "Kiev Polytechnic Institute", 2018.

Additional Education

Best Practices for iOS User Interface Design
University of California, Irvine via Coursera. 2018.
Grade achieved: 89%.

Networking and Security in iOS Applications
University of California, Irvine via Coursera. 2017.
Grade achieved: 97%.

Foundations of Objective-C App Development
University of California, Irvine via Coursera. 2017.
Grade achieved: 100%.

Application Delivery Team Lead School
Accenture. Rīga, Latvia. 2016.

Certifications

Master in Objective-C 2.0
Brainbench 2015
Score 4.4/5.0. #10 result worldwide.

Hackathons

KindHack Lviv 2019, the role - a team mentor, the result - the 1st place
At the hackathon KindHack Lviv 2019 I was a mentor of a team of 9 members. Our team took the 1st place.

Open Source

SnazzyAccessibility
My library SnazzyAccessibility is published at CocoaPods. The library's goal is to simplify automated testing of iOS applications.
https://cocoapods.org/pods/SnazzyAccessibility

Code Examples

Swift, VIPER — **https://github.com/D-Integral/NoteworthTestTask**

C++, POSIX Threads — **https://github.com/D-Integral/Matrix/blob/master/KPI-POSIX-thread-task/main.cpp**

Objective-C, OAuth — **https://github.com/D-Integral/InstagramAPIApp**

Publications

Що має знати Senior / What a Senior Software Engineer Should Know
DOU. 2019 — 2021
https://dou.ua/lenta/tags/Що%20має%20знати%20Senior/

The Coming of Augmented Reality Apps for Businesses.
IT ID Lviv. 2018
https://itcluster.lviv.ua/itid/the-coming-of-augmented-reality-apps-for-businesses/

Speeches at Conferences

Augmented Reality and How We Can Use It
IT Rally Starters
Ivano-Frankivsk. 2018.

The books I've read from the beginning to the end which I the most proud of

1. **Advanced Swift** by objc
2. **The Swift Programming Language** by Apple
3. **Advanced iOS App Architecture** by Ray Wenderlich
4. **Pro Multithreading and Memory Management for iOS and OS X** by apress
5. **Refactoring** by Martin Fowler
6. **iOS 11 by Tutorials** by Ray Wenderlich
7. **Cocoa Programming for Mac OS X** by Aaron Hillegass

Recommendation

I had the luck of working with Dmytro during my time at Noteworth.

He possesses an impressive skill set as an iOS engineer and has a deep understanding of the latest technologies and tools in the field. His ability to translate complex technical concepts into easy-to-understand language is a valuable asset that greatly contributes to his effectiveness as a team player.

In addition to his technical abilities, Dmytro has an exceptional work ethic and consistently meets deadlines while delivering high-quality work. His positive attitude and willingness to take on challenging tasks make him a valuable asset to any team.

Kevin Belter
(Kevin managed me directly at Noteworth)

Source:
https://www.linkedin.com/in/dmytro-skorokhod-b480b845/details/recommendations/?detailScreenTabIndex=0

Public Accounts and Contacts

StackOverflow — **https://stackoverflow.com/users/4495072/dmytro-skorokhod?tab=topactivity**

LinkedIn — **https://www.linkedin.com/in/dmytro-skorokhod-b480b845/**

DOU — **https://dou.ua/users/dmitrij-skorohod/articles/**