# ERNEST BABAYAN

## Tech Lead • iOS Developer

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## 👤 ABOUT ME

7 years of experience – **A-player**, informal leader, **founding engineer**

- Worked in outsourcing, startup, mid-tech, big-tech
- Built many apps and libraries from scratch in industries: **EdTech, MedTech, Streaming, TravelTech, HealthTech, E-commerce**
- Twice built my own development team
- Open to communication; I'll personally identify and highlight risks
- For a **practical and rational** approach to building architecture, not buzzword-driven

## 🎯 WHAT I'M LOOKING FOR

- Ability to **make decisions independently**, **not wait for instructions** from a line manager
- Own a domain end-to-end *(e.g.: app, team, SDK, infra)*
- Ready to lead a team, but continue **writing code**
- Team with **informal communication**
- Not afraid of poorly configured processes if I can actually influence them
- Not tied to a specific industry — interested in the role itself and **impact on the project**

## 🧰 SKILLS

*Only practical skills are listed*

### iOS Development

| Swift | Objective-C | UIKit | SwiftUI | GCD |

| Swift Concurrency | Combine / RxSwift | XCTest |

### DevOps & Infrastructure

| CocoaPods | SPM | Tuist | Fastlane | Ruby | Bash |

| SwiftGen | SwiftLint | Sourcery | Periphery |

### SDKs

| URLSession | Alamofire / Moya | Nuke / Kingfisher |

| Core Animation | SnapKit | Lottie | Swinject | Core Data |

| Realm | StoreKit | AVFoundation | AVKit | Firebase |

| Mindbox | MapBox | MapKit | swift-snapshot-testing |

### Architecture

| MVC | MVP | MVVM | TCA | VIP | VIPER | GoF |

| SOLID | UDF | OOP | FRP |

### Tools

| Xcode | Instruments | Test Flight | Proxyman | Cursor |

## ⭐ EXTRA SKILLS

- **App Store publishing** and Reject Resolution
- **Mobile DevOps** — project infrastructure setup, CI/CD from scratch
- **Pixel Perfect** layout and snapshot testing
- Creating **Backend Driven UI**
- **Audio/video** players, media content downloading
- **GIS** systems and cartography

## 🎓 EDUCATION & LANGUAGES

### Bachelor's degree

Moscow State Technological University "Stankin"

📅 Sep 2016 - Jul 2020

| Russian – Native | English – B1 |

# 💼 EXPERIENCE

## OKKO  iOS Infra Architect
📅 Apr 2023 — Nov 2025

*Online cinema • streaming platform (top-3 in Russia)*

Oversaw the entire iOS department's infrastructure of **30 developers**:

- **CI/CD and automation** — improving DX/QX, quality gate
- Architecture design — project **modularization** and architecture review at the solution design stage
- Creation and refactoring of **core modules** of the application
- Technical direction — stack, architecture, tools, etc.
- Member of technical committee — **quarterly planning**, leading the on-call team
- Knowledge-sharing — technical documentation, demos, announcements, Q&A sessions

🅰️ **Okko: кино, сериалы, спорт, ТВ**

### 🏆 KEY ACHIEVEMENTS

- ★ Completely rewritten network layer module
- ★ New in-house analytics module (batching, compression, caching, etc.)
- ★ Project migration from CocoaPods to Tuist + SPM
- ★ Custom Objective-C Dead Code analyzer, removing ~40% of objc code
- ★ Reduced CI/CD build time from 40 to 10 minutes
- ★ Reduced application bundle size by 25% (~45 MB)
- ★ In-house Ad-Hoc build distribution system
- ★ Automation of releases/meta/screenshots/certificates through Jenkins CI
- ★ Code generator for unit test mocks
- ★ Kotlin Multiplatform integration

## OZON  iOS Tech Lead
📅 Jan 2022 — Apr 2023

*Big Tech • Marketplace platform • Logistics (top-2 in Russia)*

Participated in creating two projects:

1. **MVP version** of the package delivery application
2. In-house cartographic **SDK**, independent of external vendors (Google, Yandex, Mapbox)

Main responsibilities:

- Design and development of application/SDK from scratch, including technology stack selection
- **Hiring**, forming the future team
- Setting up **GitLab CI** pipeline
- Maintenance and integration of SDK into internal products

### 🏆 KEY ACHIEVEMENTS

- ★ Reduced TTM of MVP version of the application from 6 months to 3 months
- ★ Pioneer in implementing Tuist in the company
- ★ 2 major versions of in-house Map SDK
- ★ Integration tests coverage of 70%
- ★ CI/CD pipeline for building, testing, deployment and release of the library
- ★ SDK support for Android on Kotlin

🅰️ **Ozon Travel**  🅰️ **Ozon Курьер**  🅰️ **Вози Ozon**  🅰️ **Пункт Ozon**  🅰️ **Ozon Marketplace**

## BestDoctor  Senior iOS Developer
📅 Sep 2021 — Feb 2022

*Startup • Medical insurance services for employees of businesses • Telemedicine*

Participated in mobile application development in a team of **6 developers**:

- Standard development cycle (sprints, groomings, code reviews, etc.)

### 🏆 KEY ACHIEVEMENTS

- ★ Interactive chat widgets with therapist

- Task planning within **OKR** framework
- Introducing new technology stack (**SwiftUI** 1.0, **Combine**, etc.) into the project
- **GitLab CI** pipeline maintenance

[App Store] **Лучи Здоровье**

- ★ Medical documents management section/tab (diagnoses, tests, prescriptions, etc.)
- ★ DeepLinks handling mechanism
- ★ Refactoring multi-step navigation for doctor appointment booking
- ★ Teaching the development team FRP using Combine

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## Binet  Middle → Senior → Team Lead iOS Developer

📅 May 2019 — Sep 2021

*Outsourcing • Turn-key development*

Developed from scratch and maintained existing applications in a team of **3 developers**.

Over time, as skills and contribution to projects increased, **grew to team lead**.

- Independent task decomposition and estimation, **design review** and backend contracts
- Full application development cycle from repository creation to **App Store publishing**
- Problem solving and **coordination with the client**
- Interviewing and hiring Junior/Middle developers
- **Mentoring** developers, pair programming and conducting performance reviews

🏆 **KEY ACHIEVEMENTS**

- ★ Backend Driven UI engine for ski resort
- ★ End-to-end navigation of screens and map state through deeplinks
- ★ Form for online testing with time limit (olympiad, material reinforcement, etc.)
- ★ Player for listening to podcasts with floating control panel
- ★ Offline mode support with caching in Realm
- ★ Custom animations for transitions between screens
- ★ Optimization of Hitch Rate metric when scrolling lists

[App Store] **TN LEARN - Учебная программа**   [App Store] **Мембраны и PIR ТЕХНОНИКОЛЬ**   [App Store] **Revitonica**

[App Store] **Лекторий «Достоевский»**   [App Store] **Роза Хутор**   [App Store] **СторожОК - мониторинг реестров**

## 📁 PET PROJECTS

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|---|---|
| **DeclarativeLayoutKit**<br>Declarative layout on UIKit | **Git Client for Raycast**<br>Full-featured Git GUI client |
| **FunctionalNavigationFlowKit**<br>Declarative navigation through FP | **Mattermost for Raycast**<br>Quick commands/shortcuts for Mattermost |