

## A FEW WORDS ABOUT ME

I am a software engineer with 9 years of expertise in iOS mobile development. My journey in the realm of Cocoa Touch frameworks, alongside iOS technologies like WebKit, CoreData, CoreAnimation, AVFoundation, CoreLocation, QuartzCore, SwiftUI, Local Authentication and MapKit, has been marked by a wealth of enriching experiences. These have empowered me to contribute significantly to exciting and innovative projects.

My proficiency extends across a spectrum of programming languages, including Objective-C, Swift, C++, and JavaScript, further fueling my versatility as a developer.

Beyond technical prowess, I am known for my effective communication, sociability, and an innate ability to grasp business objectives and strategies swiftly. This has not only enabled me to find common ground and reach agreements effectively but has also allowed me to create compelling content spontaneously when needed.

Collaboration is where I thrive. Interacting with diverse teams from around the globe presents fresh challenges and opportunities for me to make our work together not only productive but enjoyable.

## EXPERIENCES

Lead/Senior Software Engineer

**SoftServe, Lviv, Ukraine**

2016 - Present

I evolved from a Middle Engineer to a Lead, guiding a team of three developers over three years. In leadership, I was involved in implementing a web browser based on network stack from Chromium's low-level C++ socket layer. This browser, seamlessly integrated into an ecosystem, facilitates secure access to intranet resources without the need for VPN services.

I also contributed to developing a cross-platform desktop application compatible with both macOS and Windows. This application serves as a central hub for communication among various software applications, providing essential services without the graphical user interface. Its primary function is to facilitate seamless communication between different applications, particularly those responsible for managing interactions with peripheral devices such as mice and keyboards, and the operating system.

Beyond project responsibilities, I conduct performance reviews on a company-wide scale. My involvement in external candidate interviews played a pivotal role in expanding the company to Ukraine, Poland, Bulgaria, and Latin America. Additionally, I serve as an external expert, contributing to various projects and helping teams within the company achieve their goals.

- Swift, Objective-C, C++, JavaScript
- CMake
- Chromium
- SwiftLint, Clang and ESLint
- Jenkins, GitLab CI
- Gerrit and Perforce

## Ihor Shevchuk

iOS Software Engineer

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GitHub: [IhorShevchuk](#)

HackerRank: [IhorShevchuk](#)

StackOverflow: [ihor-shevchuk](#)

## EDUCATION

MSc in Applied

Mathematics

Ivan Franko National

University of Lviv

2009 - 2014

## LANGUAGES

English (Professional)

Ukrainian (Native)

## INTERESTS

Hiking

Cooking

Smart Home

[Star Wars](#)

[Star Trek](#)

Embarked on my iOS development journey here, contributing to two impactful projects. Led the iOS development for a location-based event discovery app. Collaborated closely with cross-functional teams to create a unified experience. Pioneered the implementation of Bluetooth Low Energy devices for a gamified children's social network, utilizing Core Location, Core Bluetooth, and Core Data.

- Objective-C
- Core Location
- Core Bluetooth
- Github
- Core Data
- Alamofire

## CERTIFICATIONS

### **Future Managers Program**

2019 - 2020

SoftServe (AA 9455/2019)

Earned the FMP (Future Managers Program) certification, a comprehensive series of trainings designed to enhance soft skills and prepare associates for managerial roles.

### **Certificate of Completion C++ Course**

2016

Sololearn (1051-1249007)

[Sololearn C++](#)

C++ certification covers basic concepts, data types, arrays, pointers, conditional statements, loops, functions, classes, objects, inheritance, and polymorphism.

## PROJECTS

Besides my main work projects that are covered by NDA there some work that I can share with you:

[RHVoice iOS](#) - It is a versatile and open-source multilingual speech synthesizer featuring a variety of voices, now accessible on iOS. This app is completely free and written using SwiftUI only.

- SwiftUI
- MVVM
- Combine
- AppStore
- Jenkins

[TippyTalk Mobile](#) - TippyTalk is an Alternative Communication app for people of all ages who have trouble speaking

- SwiftUI
- UIKit
- MVVM-c
- Universal Links
- Remote Notifications
- Swift Package Manager
- [Tuist.io](#)

[I Say...](#) - I Say is a Ukrainian application designed to simplify communication for individuals facing temporary or persistent speech difficulties. It aims to provide a dedicated library of communication phrases for various scenarios

- TTS
- Swift UI
- RHVoice
- GitHub Actions

## OPEN SOURCE

When I have free time I am trying to get involved into Open Source to help other developers, here are only some of the projects. The most recent Open Source contributions can be found on my [GitHub](#).

[TMFloatingButton](#) - This project was created back in days when there were no material design buttons UI frameworks and we had to come up with our own one. It is written on Objective-C.

[RHVoice](#) - This is C++ crossplatform speech synthesizer for variety of languages. My part here was to add iOS and macOS implementation.

[WebArchiveExtractor](#) - This is simple application to convert Safari's webarchive to html/css/js files so that they can be opened with other browsers and viewed separately from Safari. Here I have updated GitHub Action's configuration to build macOS universal library for Apple Silicon and Intel CPU

[Build-OpenSSL-cURL](#) - This is a script to build OpenSSL implementation for iOS and macOS. My part here was to include headers into xcframeworks generated by it. That was needed for RHVoice iOS app, since RHVoice requires OpenSSL

[XcodeClangFormat](#) - This a great tool to format your C++/Objective-C code right in Xcode. Here I have added the latest macOS support.

[flite](#) - One more speech synthesizer in the list. Here Swift Package was added in order to start building flite iOS app on top of it.