IHOR SHEVCHUK

Senior iOS Engineer

Commercial experience: 10+ years

Professional focus: Development of innovative mobile solutions for various industries in the **Scrum** and **Lean** environments. **Team technical leadership**, **solutions architecture**, **engineering process optimization** to effectively deliver high-quality solutions.

Technical proficiency in programming languages, including **Objective-C, Swift, JavaScript**, **C++,** and **Python**, coupled with extensive experience in using frameworks and libraries, such as **Foundation**, **SwiftUI**, **UIKit**, **Combine**, and **iOS SDK**. I'm also advancing my knowledge of **async**/**await** and **TCA** to write more efficient code with reduced complexity and enhanced productivity. Provision of **consultancy services** on mobile engineering to clients from all over the world on behalf of the Mobile Center of Excellence that consolidated the top experts.

Industry expertise: Information technology and services, Outsourcing & consulting, Cybersecurity, Internet of Things (IoT), Hardware (PC peripherals), Smart home, Healthcare, Economics, Management

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Open to relocation   ✉ ihorshev@gmail.com   in   O

TECHNOLOGY STACK

★★★★★ *Expert*   ★★★★ *Regular experience in commercial projects*   ★★★ *Periodic usage in commercial projects*
★★ *Good theoretical knowledge. No experience in a commercial project*   ★ *Basic theoretical knowledge*

Category	Item	Rating	Item	Rating
Programming languages	Objective-C	★★★★★	JavaScript	★★★
	Swift	★★★★★	Python	★★
Frameworks and libraries	Foundation	★★★★★	In-App Purchase	★★★★★
	UIKit	★★★★★	Alamofire	★★★★
	CoreLocation/MapKit	★★★★	WatchKit	★★★
			Push Notification	★★★★★
	XCTest	★★★★★	WebKit	★★★★★
	Combine	★★★	Combine	★★★★
	Swift Package Manager	★★★★★		
Tools	Xcode	★★★★★	Instruments	★★★★★
	Interface Builder	★★★★★	iOS Simulator	★★★★★
Other technologies	Git	★★★★★	Apple Human Interface	★★★★★
	CoreData	★★★★★	App Store Deployment	★★★★★
Operating systems	Windows	★★★★	Android	★
	Linux	★★★★	iOS	★★★★★
	macOS	★★★★★		
Databases	Realm	★★★★	SQLite	★★★★★
	Core Data	★★★★	MongoDB	★★
	Oracle	★		

EXPERIENCE

Logitech | SoftServe (Contractor)
Connector for PC peripherals | Lehi, Utah
Senior Software Engineer

January 2023 – now

Project description

The client was a Switzerland-based company that manufactured PC peripherals. The team of 5 engineers had the goal to build from the ground up a connector for the backend. The connector enabled the sync between two apps. The specifics of the collaboration were very tight deadlines and the need to use newly launched technologies, which the team had to learn on the fly.

Responsibilities & achievements

- Integrated the Sentry crash reporter into a newly launched solution to collect customers' data.
- Refactored the bunch of legacy code by extracting methods from long method.
- Implemented the logger functionality, including saving logs to simplify troubleshooting.
- Refactored the solution by removing no longer needed elements and 3rd-party modules, which reduced binary size by 30% and improved the overall performance.

Technology stack used

C++, Objective-C, macOS, Windows, Protobuf, CMake, Gitlab CI, conan, asio

Blackberry | SoftServe (Contractor)
Web browser for iPhone & iPad | Dallas, TX
Lead iOS Engineer

Mar 2016 – Dec 2022

Project description

The client was from Texas, USA and specialized in engineering a web browser that helped enterprise mobile app users to securely access intranet and popular web-based productivity apps using a device of choice.

I was responsible for the technical leadership of the team of 5 engineers. Our focus was on developing and maintaining the next generation mobile browser that offered secure, intuitive and collaborative user experience. It enabled to safely segregate corporate from personal data on iOS devices, personally owned or corporate liable, without compromising user privacy. Besides, the browser protected business data on the device, over the air and when shared between apps. The engineering challenges consisted in a huge user base and the need to comply with high security and compliance standards.

Responsibilities & achievements

- Contributed to the development of the solution architecture and decisions on tool slack selection.
- Implemented a Reader-mode functionality to simplify the usability of web pages.
- Decreased the rate of defects escaping to production from 10% to less than 3% by refining the development process and introducing an SLA for promptly addressing newly identified defects.
- Implemented a bidirectional communication layer between JavaScript and Swift, enhancing performance for forthcoming JavaScript-driven features.

Technology stack used

Swift, Objective-C, C++, SwiftUI, WebKit, Chromium, Jenkins, Gerrit, unit tests

TippyTalk | Part Time | Lviv, Ukraine
Senior iOS Developer

April 2022 – Now

Project description

Based in Georgia, USA, the client owned a [communication solution](#) that helped non-verbal and speech-impaired persons of all ages communicate with the world. The development team consisted of 4 engineers, who migrated the iOS app from UIKit to SwiftUI and significantly extended the existing functionality. While developing new functionality, we also had to consider the two main challenges: the need to support the old iOS 13 to keep the subscription cost low and the integration with the C++ library to provide a bigger selection of voices.

Responsibilities & achievements

- Migrated UI to SwiftUI, which reduced further efforts on implementing new UI by 30%.
- Set up the CI/CD pipelines from scratch, which significantly improved the test coverage.
- Introduced the use of the fastlane platform to automate the building and packaging procedures.
- Merged two standalone apps in one by converting one of them to Swift Package, which enhanced user interaction, simplifying 40% of the use cases and provided an integrated user experience.

Technology stack used

Swift, C++, UIKit, SwiftUI, Combine, Azure, GitHub Actions, fastlane, Realm

OPEN-SOURCE EXPERIENCE

- [TMFloatingButton](#) was created back in days when there were no material design buttons UI framework, and we had to come up with our own one.
- [RHVoice](#) is a C++ cross-platform speech synthesizer for various languages. I contributed through developing iOS and macOS apps.
- [WebArchiveExtractor](#) is a converter of Safari's web archive to HTML/CSS/JS. After conversion, the files can be opened and viewed outside of Safari. My contribution consisted in updating GitHub Actions configuration to build a macOS universal library for Apple Silicon and Intel CPU.
- [Build-OpenSSL-cURL](#) is a script that builds OpenSSL for iOS and macOS. I included headers in xcframeworks, which was needed for an RHVoice iOS app, since RHVoice uses OpenSSL.
- [XcodeClangFormat](#) is a tool for formatting code in C++ and Objective-C right in Xcode. I implemented support for the latest macOS version.
- [flite](#) is another speech synthesizer, where I added Swift Package to build flite iOS app.

EDUCATION

- Polytechnic National University, Lviv, Ukraine, MS in **Financial and Economic Security Management,** 2018
- Polytechnic National University, Lviv, Ukraine, MS in **Applied Economics**, 2017
- Ivan Franko National University, Lviv, Ukraine, BS in **Applied Mathematics**, 2013
- Ivan Franko National University, Lviv, Ukraine, MS in **Applied Mathematics**, 2014