IHOR SHEVCHUK

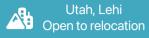
https://linkedin.com/in/lhorShevchuk
https://ihor-shevchuk.dev

Senior iOS Engineer

With over 10 years of professional experience in mobile development, I have successfully contributed to the creation of Mobile and Desktop enterprise applications. As an adept team leader, I ensure seamless operations and possess expertise in utilizing **Swift**, **Objective-C** and **C++** programming languages and tools to optimize application functionality. My proficiency extends to ensuring data security, implementing smart home technologies, and developing healthcare applications.



385.443.9478





ihorshev@gmail.com

PROFESSIONAL EXPERIENCE

Logitech | SoftServe (Contractor) | Remote, US

Senior Software Engineer

January 2023 - Present

Connector for PC peripherals

C++, Objective-C, macOS, Windows, Protobuf, CMake, Gitlab Cl, Conan, asio, GTest

- Integrated the Sentry crash reporter into a newly launched solution for efficient collection of customers' data.
- Refactored a substantial amount of legacy code by method extraction from lengthy functions.
- 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.

TippyTalk | Remote, Ukraine

Senior iOS Developer

April 2022 - Present

Communication solution for non-verbal and speech-impaired people

Swift, C++, UlKit, SwiftUl, Combine, Azure, GitHub Actions, Fastlane, Realm, Jenkins, MVVM

- Successfully migrated the UI to SwiftUI, reducing efforts for implementing new UI by 30%.
- Established CI/CD pipelines from scratch, significant amount of time for publishing app to beta testers.
- Used the fastlane tool to automate building and packaging procedures, streamlining the development workflow.
- Merged two standalone apps into one by converting one to Swift Package, enhancing user interaction, simplifying 40% of use cases, and providing an integrated user experience.

RHVoice | Remote, Ukraine

Senior iOS Developer

May 2022 - December 2022

Text to Speech Engine on iOS

Swift, C++, SwiftUI, Combine, Jenkins, MVVM, Swift Package Manager

- Developed Text to Speech iOS engine from the scratch by using RHVoice C++ code.
- Created and whitelabeled SwiftUI application from scratch and shipped it within three month.
- Implemented a wrapper around C++ code to use it in Swift.

Blackberry | SoftServe (Contractor) | Remote, US

Lead iOS Engineer

March 2016 - Dec 2022

Web browser for iPhone & iPad

Swift, Objective-C, C++, UlKit, SwiftUl, WebKit, Chromium, Jenkins, Gerrit, XCTest, MVC, Java Script

- Implemented Reader-mode functionality to enhance the usability of web pages.
- Reduced the rate of defects escaping to production from 10% to less than 3% by refining the development process and introducing practice of quick defect resolution.
- Implemented a bidirectional communication layer between JavaScript and Swift, enhancing performance for upcoming JavaScript-driven features.

Mobile App for event exploring and Social Network for Kids

Core Bluetooth, Core Data, Objective-C, Core Location, UlKit

- Collaborated closely with cross-functional teams to create a unified experience.
- Used Bluetooth Low Energy devices for a gamified children's social network.

OPEN-SOURCE EXPERIENCE

- Created <u>TMFloatingButton</u> during a time when there were no material design button UI frameworks, requiring the development of a custom solution
- Added of iOS and macOS versions of RHVoice.
- Elevated the functionality of <u>WebArchiveExtractor</u>, a converter for Safari's web archive, enabling files to be opened
 outside of Safari. My contributions involved updating GitHub Actions configuration for a macOS universal library
 supporting Apple Silicon and Intel CPU
- Enhanced the <u>Build-OpenSSL-cURL</u> script, vital for the RHVoice iOS app, by incorporating headers into xcframeworks, ensuring seamless OpenSSL integration
- Advanced <u>XcodeClangFormat</u>, a code formatting tool for C++ and Objective-C within Xcode, by implementing support for the latest macOS version
- Extended the capabilities of <u>flite</u>, another speech synthesizer, by introducing a Swift Package for building the flite iOS app

EDUCATION

Polytechnic National University, Lviv, Ukraine

- MS in Financial and Economic Security Management, 2017 2018
- MS in Applied Economics, 2016 2017

Ivan Franko National University, Lviv, Ukraine

- MS in Applied Mathematics, 2013 2014
- BS in Applied Mathematics, 2009 2013