



IHOR SHEVCHUK



Lead 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.  



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Utah, Lehi
Open to relocation



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PROFESSIONAL EXPERIENCE

Logitech | SoftServe (Contractor) | Lehi, Utah

Senior Software Engineer

January 2023 – now

Connector for PC peripherals

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

Blackberry | SoftServe (Contractor) | Dallas, Texas

Lead iOS Engineer

Mar 2016 – Dec 2022

Web browser for iPhone & iPad

Swift, Objective-C, C++, UIKit, SwiftUI, WebKit, Chromium, Jenkins, Gerrit, XCTest, MVC, Java Scripts

- Contributed to the development of solution architecture and played a key role in tool selection decisions
- 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 an SLA for prompt defect resolution
- Implemented a bidirectional communication layer between JavaScript and Swift, enhancing performance for upcoming JavaScript-driven features

TippyTalk | Part Time | Lviv, Ukraine

Senior iOS Developer

April 2022 – Now

Communication solution for non-verbal and speech-impaired people

Swift, C++, UIKit, SwiftUI, 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, leading to a significant improvement in test coverage
- 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

OPEN-SOURCE EXPERIENCE

- Pioneered the creation of [TMFloatingButton](#) during a time when there were no material design button UI frameworks, requiring the development of a custom solution
- Played a pivotal role in [RHVoice](#), a C++ cross-platform speech synthesizer, by contributing to the development of iOS and macOS apps
- Elevated the functionality of [WebArchiveExtractor](#), 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 [Build-OpenSSL-cURL](#) script, vital for the RHVoice iOS app, by incorporating headers into xcframeworks, ensuring seamless OpenSSL integration
- Advanced [XcodeClangFormat](#), a code formatting tool for C++ and Objective-C within Xcode, by implementing support for the latest macOS version
- Extended the capabilities of [flite](#), 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, 2018
- MS in Applied Economics, 2017

Ivan Franko National University, Lviv, Ukraine

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