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| 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, С++, 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   |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | A white phone symbol on a black background  Description automatically generated +1 (385) 443-9478 | Marker with solid fill | Utah, Lehi Open to relocation | [A white envelope with a black background  Description automatically generated](mailto:ihorshev@gmail.com) | [ihorshev@gmail.com](mailto:ihorshev@gmail.com) | [A black and white logo  Description automatically generated](https://www.linkedin.com/in/ihorshevchuk/) | [A black cat with a tail  Description automatically generated](http://github.com/ihorshevchuk) | | |  | |

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| 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* |

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| Programming languages | Objective-C  Swift | «««««  ««««« | JavaScript  Python | «««  «« |  |  |

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| Frameworks and libraries | Foundation  UIKit  CoreLocation/MapKit  XCTest  Combine  Swift Package Manager | «««««  «««««  ««««  «««««  «««  ««««« | In-App Purchase  Alamofire  WatchKit  Push Notification  WebKit  Combine | «««««  ««««  «««  «««««  «««««  «««« |

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| Tools | Xcode  Interface Builder | «««««  ««««« | Instruments  iOS Simulator | «««««  ««««« |

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| Other technologies | Git CoreData | «««««  ««««« | Apple Human Interface  App Store Deployment | «««««  ««««« |

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| Operating systems | Windows  Linux  macOS | ««««  ««««  ««««« | Android  iOS | «  ««««« |

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| Databases | Realm | «««« | SQLite | ««««« |
|  | Core Data | «««« | MongoDB | «« |
|  | Oracle | « |  |  |

**EXPERIENCE**

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| |  |  | | --- | --- | | Logitech | SoftServe (Contractor) Connector for PC peripherals | Lehi, Utah | January 2023 – now | | Senior Software Engineer | |  |  |

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

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| |  |  | | --- | --- | | Blackberry | SoftServe (Contractor)  Web browser for iPhone & iPad | Dallas, TX | Mar 2016 – Dec 2022 | | Lead iOS Engineer | |  |  |

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

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| |  |  | | --- | --- | | TippyTalk | Part Time | Lviv, Ukraine | April 2022 – Now | | Senior iOS Developer | |  |  |

Project description

Based in Georgia, USA, the client owned a [communication solution](https://tippytalk.com/) 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](https://github.com/IhorShevchuk/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](https://github.com/RHVoice/RHVoice/pulls?q=is%3Apr+author%3Aihorshevchuk+) is a C++ cross-platform speech synthesizer for various languages. I contributed through developing iOS and macOS apps.
* [WebArchiveExtractor](https://github.com/robrohan/WebArchiveExtractor/pulls?q=is%3Apr+author%3Aihorshevchuk+) 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](https://github.com/jasonacox/Build-OpenSSL-cURL/pulls?q=is%3Apr+author%3Aihorshevchuk+) 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](https://github.com/mapbox/XcodeClangFormat/pulls?q=is%3Apr+author%3Aihorshevchuk+) is a tool for formatting code in C++ and Objective-C right in Xcode. I implemented support for the latest macOS version.
* [flite](https://github.com/festvox/flite/pulls?q=is%3Apr+author%3Aihorshevchuk+) 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

ABOUT ME

I possess strong communication and problem-solving skills, coupled with a quick grasp of business objectives and strategies, enabling effective negotiation, consensus-building, and selection of the most effective CAPA.

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.

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