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| |  |  | | --- | --- | | **IHOR SHEVCHUK**  **Senior iOS Engineer** | [**https://linkedin.com/in/IhorShevchuk**](https://linkedin.com/in/IhorShevchuk)  [**https://ihor-shevchuk.dev**](https://ihor-shevchuk.dev/) | |
| 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. 📱🚀 |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | A white phone handset on a black background  Description automatically generated | 385.443.9478 | A white triangle with a building in the background  Description automatically generated | Utah, Lehi  Open to relocation | A black and white envelope  Description automatically generated | [ihorshev@gmail.com](mailto:ihorshev@gmail.com) | |
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**PROFESSIONAL EXPERIENCE**

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| Logitech | SoftServe (Contractor) | Remote, US | January 2023 – Present |
| Senior Software Engineer |

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.

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| TippyTalk | Remote, Ukraine | April 2022 – Present |
| Senior iOS Developer |

**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, 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.

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| Non-Routine LLC | Remote, Ukraine | May 2022 – December 2022 |
| Senior iOS Developer |

**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.

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| Blackberry | SoftServe (Contractor) | Remote, US | March 2016 – Dec 2022 |
| Lead iOS Engineer |

Web browser for iPhone & iPad

Swift, Objective-C, C++, UIKit, SwiftUI, 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.

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| TechMagic | Lviv, Ukraine | October 2014 – March 2016 |
| iOS Developer |

**Mobile App for event exploring and Social Network for Kids**

**Core Bluetooth**, **Core Data**, **Objective-C**, **Core Location**, **UIKit**

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

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| OPEN-SOURCE EXPERIENCE |

* Created [TMFloatingButton](https://github.com/IhorShevchuk/TMFloatingButton) 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](https://github.com/RHVoice/RHVoice/pulls?q=is%3Apr+author%3Aihorshevchuk+).
* Elevated the functionality of [WebArchiveExtractor](https://github.com/robrohan/WebArchiveExtractor/pulls?q=is%3Apr+author%3Aihorshevchuk+), 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](https://github.com/jasonacox/Build-OpenSSL-cURL/pulls?q=is%3Apr+author%3Aihorshevchuk+) script, vital for the RHVoice iOS app, by incorporating headers into xcframeworks, ensuring seamless OpenSSL integration
* Advanced [XcodeClangFormat](https://github.com/mapbox/XcodeClangFormat/pulls?q=is%3Apr+author%3Aihorshevchuk+), a code formatting tool for C++ and Objective-C within Xcode, by implementing support for the latest macOS version
* Extended the capabilities of [flite](https://github.com/festvox/flite/pulls?q=is%3Apr+author%3Aihorshevchuk+), another speech synthesizer, by introducing a Swift Package for building the flite iOS app

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| 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