

Giga Khizanishvili

Senior iOS Engineer • Mobile Architect • 5+ Years of Experience

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SUMMARY

Senior iOS Engineer and Mobile Architect with 5+ years of hands-on experience shipping high-performance iOS applications to millions of users in fintech and gaming industries. Currently leading iOS architecture for 50+ engineers across 8 teams at a 3,000+ employee fintech organization. Proven track record driving full SwiftUI migration, achieving 90%+ test coverage, and building design systems adopted across multiple companies. Expert in modern Apple frameworks (Swift 6+, SwiftUI, Combine, async/await) with deep experience in scalable architecture, CI/CD automation, and engineering team leadership.

TECHNICAL SKILLS

Languages: Swift (6+), C, C++

Frameworks: SwiftUI, UIKit, Combine, async/await, CoreData, CoreAnimation, StoreKit, AVFoundation, MapKit, XCTest

Architecture: Clean Architecture, MVVM, MVI, MVP, Modular Architecture, Protocol-Oriented Programming, Dependency Injection

Testing: Unit Testing, UI Testing, Snapshot Testing, Contract Testing, TDD, Testing Pyramid, Code Coverage

DevOps & Tools: Xcode, Bitrise, Fastlane, Git, GitHub, GitLab, App Store Connect, TestFlight, CocoaPods, SPM, Charles, Instruments

PROFESSIONAL EXPERIENCE

Senior iOS Architect

Space International (TBC UZ) • March 2023 – Present • Tbilisi, Georgia

Fintech company with 3,000+ employees | 8 product teams | 50+ iOS engineers

- Lead iOS architecture decisions across 8 product teams and 50+ iOS developers, participating in every core technical and architectural decision
- Architected and delivered enterprise-grade Design System in SwiftUI, now adopted by 2 additional subsidiary companies beyond TBC UZ
- Led complete migration to SwiftUI and Swift 6+, achieving 100% modern codebase with full adoption of structured concurrency and Combine
- Implemented comprehensive testing strategy achieving 90%+ code coverage through unit, UI, snapshot, and contract tests
- Designed and evolved Clean MVVM → MVI architecture, creating scalable foundation for multi-team parallel development
- Built CI/CD infrastructure on Bitrise with automated builds, tests, and App Store deployments — reduced release cycle from 2 weeks to 3 days
- Established iOS Quality Gate enforcing SwiftLint rules, minimum coverage thresholds, and mandatory code review for all pull requests
- Mentored iOS engineers on architecture patterns, SwiftUI best practices, modularization, and testing strategies

iOS Developer

Adjarabet • July 2021 – April 2023 • Tbilisi, Georgia

- Built iOS application from scratch to production launch, delivering full-featured gaming platform to 500K+ monthly active users

- Developed core features using UIKit, SwiftUI, CoreData, and CoreAnimation with MVVM architecture and Combine
- Integrated 5+ third-party vendor SDKs (slot games, sportsbook, payment providers) with custom abstraction layers
- Collaborated with QA team to implement XCUITest automation suite covering critical user flows, reducing manual testing by 30%
- Conducted 200+ code reviews, mentored junior developers, and contributed to team engineering standards documentation

iOS Developer

Bank of Georgia · October 2020 – July 2021 · Tbilisi, Georgia

- Built features for flagship mobile banking app serving 1M+ users using Swift and MVP architecture
- Implemented secure financial transaction flows with biometric authentication (Face ID, Touch ID) and encryption
- Collaborated with product managers, designers, and backend engineers in Agile/Scrum environment
- Participated in cross-team discovery phase for core banking platform redesign spanning 4 Scrum teams

Junior Analyst Developer

Bank of Georgia · March 2020 – October 2020 · Tbilisi, Georgia

- Developed internal HR Management System handling employee data, payroll, and reporting workflows
- Transitioned to iOS team after demonstrating strong programming fundamentals and mobile development aptitude

EDUCATION

B.Sc. in Computer Science and Mathematics

Free University of Tbilisi · 2017 – 2021 · GPA: 3.5 / 4.0

ACHIEVEMENTS

- **ACM-ICPC Northern Eurasia Finals** — Competitive programming finalist representing Georgia (2020)
- **Full Academic Scholarship** — Ministry of Education and Science of Georgia for top national exam scores (2017)
- **Gold Medal** — 1st Place, International Young Naturalists Tournament, Belgrade, Serbia (2015)

TEACHING & MENTORSHIP

- **Algorithms & Data Structures Instructor** — Mziuri School of Technologies (2020 – 2023)
Taught 50+ students C++ programming, algorithm design, and competitive programming techniques
- **Teaching Assistant — Programming Methodology** — Free University of Tbilisi (2019 – 2020)

LANGUAGES

Georgian (Native) · English (Professional Working Proficiency) · Russian (Basic)