

Vladislav Markov

📍 Saint Petersburg, Russia
🌐 Loriens | 💻 guardletdev

SUMMARY

I am an experienced iOS Engineer with extensive knowledge of different areas, from fancy and fast UI to developer tools and build time optimizations.

WORK EXPERIENCE

iOS Tech Lead
VK

Sep 2022 - Present
Saint Petersburg, Russia

Zen app. It is a news and blog recommendation platform with MAU 80kk.

- Implemented new navigation throughout the app. It improved the user experience.
- Implemented News feed. It attracted new audiences and increased DAU by 10%.
- Refactored Articles feed and reduced FPS drop by 20%.
- Implemented Stream feed. It is a new way to consume content in the app with improved recommendations.

iOS Engineer
Innotech

Oct 2021 - Sep 2022
Saint Petersburg, Russia

Mobile banking app VTB Online with MAU 10kk, Core team.

- Designed and developed reusable UI components for Design System used by 100+ iOS Engineers
- Implemented automatic downloading of Design System tokens (images, colors, fonts) from Figma to Xcode by a script
- Increased the number of UI components which support accessibility by 20%

iOS Engineer
VK

Jun 2021 - Sep 2021
Saint Petersburg, Russia

OK.ru is the second most popular social network in Russia with MAU 50kk.

- Refactored Bookmarks module. Rewrote legacy code from Objective-C to Swift.

iOS Engineer
Post Bank

Sep 2020 - Jun 2021
Saint Petersburg, Russia

Mobile banking app Pochta Bank (Post Bank) with MAU 1kk.

- Implemented new features including auto payments on a loan. It reduced delays in loan payments by 20%.

iOS Engineer
Fora Soft

Aug 2019 - Sep 2020
Saint Petersburg, Russia

Built an analog of Tik Tok. The app has a video editor and in-app subscriptions. It reached 1k MAU.

iOS Engineer
AppCraft

Apr 2019 - Aug 2019
Saint Petersburg, Russia

Built a service that helps people to find psychologists. It has private chats and supports dark theme.

EDUCATION

Bachelor degree, Applied Mathematics, Fundamental Informatics and Programming
Saint Petersburg State University

2014 - 2018

PRESENTATIONS

- **Technical Debt. What is it and how to work with it?**
Link: [TechnicalDebt](#)