NADZEYA SHPAKOUSKAYA
iOS Developer

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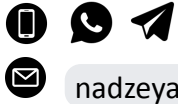
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SUMMARY

Experienced iOS developer with a passion for creating engaging mobile apps using UIKit and SwiftUI. Familiar with MVVM and MVC architecture, async/await, UserDefaults, and In-App Purchase. Completed rigorous courses in computer science and iOS development. Thrives in team-oriented environments using SCRUM and agile methodologies. Committed to continuous learning and delivering exceptional results.

EXPERIENCE

IOS ENGINEERING SCHOOL   Dec 2022 - July 2023

Woof - The app to connect pet owners and pet sitters.   **GitHub Link**
- Initiated the project by conceptualizing and identifying potential user needs.
- As a team member, used Swift and SwiftUI for the codebase, implemented the MVVM pattern to organize the codebase, wrote unit tests, and used linters to deliver high-quality code.
- Followed Scrum methodologies, adhering to weekly sprint cycles, and actively participated in the code review process.
- As a Product Owner, maintained the backlog, prioritized tasks, and conducted/facilitated Scrum activities (daily/grooming/retrospective).

PERSONAL PROJECTS

Game Level Helper - The utility for the "Munchkin" board game.   **AppStore Link**
- Fully implemented from scratch (from design to release on the App Store).
- Wrote the app using Swift, UIKit, and SwiftUI, incorporating features like UserDefaults, async/await, and In-App Purchase.
- Designed icons, launch screens, and other visual elements using Figma.
- Adapted the app for different languages and regions through Localization (Ru/Eng).
- Submitted the app for review and released it on the App Store.
- Monitored user feedback and addressed issues.

Woof - The app to connect pet owners and pet sitters.   **GitHub Link**
Continue to work with the team on project started at IOS ENGINEERING SCHOOL

COURSES

1. **CS-50 Computer Science** - *Learned*: algorithms, data structures, and basics of C, Python, and SQL.
2. **SwiftBook iOS Course** - *Learned:* UIKit, SwiftUI, URLSession, Realm, CoreData, UITableView, UICollectionView, App and ViewController Lifecycle, Unit Tests.
3. **100 Days of SwiftUI** - *Learned:* SwiftUI views and modifiers, animation, navigation, URLSession, CoreData, MapKit, and CoreLocation, push notifications.
4. **iOS Engineering School** - *Learned*: basic algorithms and data structures, big-O notation, OOP principles. Gained experience with MVC/MVVM architectures, have been working in Agile teams (3-5 people) using GitHub projects and git CVS extensively. Created CLI app for macOS.

EDUCATION:

Belarussian State Economic University, Minsk, **2006 - 2012**
Bachelor's degree in Management and Economics

LANGUAGES

English, Belarussian, Russian