# Tim Pyshnov
iOS Developer

Hi! I am Tim, an iOS Developer currently living in Turkey. I have a strange hobby of making pixel-perfect apps and sharing them with the world. I am 23 years old, and I've been working since I was 15.

My other passions are world history, human languages, and knowing the release dates of iconic music albums.

My favorite thing in the development process is designing great APIs.

## CONTACT

Telegram: @pyshnov
E-mail: pyshnovdev@gmail.com
Github: @PyshnovT

## SKILLS

Swift, Objective-C, iOS SDK (AVPlayer, CoreLocation, Notifications, Apple Pay, Core Graphics, Core Animation, GCD), UIKit, Composable Architecture, VIPER, MVC, MVVM, Testing, Debugging, Firebase, Git, JavaScript

## EXPERIENCE

### Tabby
**July 2022 — Present**
Fintech
Software Engineer

Tabby is a big fintech company from Dubai. I joined the "Post-Purchase Experience" team to implement a native app from scratch.
- **Built** screens that are available in both English and Arabic. Making sure that everything looks great in both layouts (LTR and RTL) and runs on old devices (SE, iOS 13) is my top priority.
- **Wrote** highly customizable money formatter that uses your locale and input settings to format currency correctly. Used in every UI element that shows you money.
- **Implemented** internal services working with business logic. **Covered** them with tests. **Worked** on features such as My purchases, Monthly billing, Snoozing, Rate app.
- **Code reviewed** my colleagues and worked extensively with QA Engineers to fix bugs.

### Pure
**February 2021 — February 2022**
Dating app
Software Engineer

Pure is an international dating app with 100K+ active users. Hired to help with refactoring legacy code and building new business features. During my stay there, we also worked on making an app inclusive and safe for our LGBTQ+ users.
- **Refactored** My Profile screens (roughly 1/5 of the app) with all its network requests, photo library requests, and location services usage. Added new features and Dark Mode.
- **Implemented** a complex auto-scrolling carousel component using UICollectionView and later with UIPageController. It could seamlessly update its contents and redraw cells based on a scroll position.
- **Covered** with tests business logic and several UI screens. **Code reviewed** my colleagues.
- **Profiled** Feed to increase performance. **Added** analytics.

### Gotovo (Ready)
**March 2020 — February 2021**
Food delivery
Software Engineer

Hired as a solo engineer to develop a customer app for ordering fresh food and a chat support app for staff from scratch. I was the only iOS Developer.
- **Implemented** checkout with both Apple Pay and Debit Card payments. Used a service similar to Stripe SDK to process payments.
- **Built** a real-time menu using Firebase Firestore API. It even removed meals from your shopping cart if the ingredients were finished and showed you a nice popup.
- **Wrote** real-time chat for customers with photo and sticker attaches. **Designed** in Figma and wrote a separate app for support staff to answer clients' questions. Staff could change and cancel orders from the app.
- **Worked** with maps to show currently available regions for delivery and geocode client's location. You could move a pin around to send your exact position like in Uber.

### MO (Meditations and Awareness)
**April 2019 — October 2019**
Audio app
Software Engineer

MO is an app for meditations and bedtime stories which I developed from scratch. Now it is one of the most downloaded meditation apps in the App Store.
- **Wrote** an audio player based on AVPlayer. **Implemented** features such as: listening to audio from a URL or cached (saved to a file system) mp3s. Scrubbing, forwarding time, changing voices, lock screen support.
- **Tested** an architecture that divides view controllers into many small reusable view controllers. **Made** custom UIViewController transitions like in the App Store.
- **A/B tested** several onboarding flows and **added** analytics events.

### Overhear
**February 2017 — March 2019**
Social network
Software Engineer

Overhear is an anonymous social network with more than 1M+ users. I was hired to refactor legacy code and make an app pixel-perfect.
- **Achieved** smooth UITableView scroll on every screen by removing constraints in cells and fixing rendering. It also helped to cache cell height's based on input view models.
- **Fixed** countless bugs, **added** Dark mode support before it was available on iOS, **pixel-perfected** margins, fonts, sizes and made smooth animations.
- **Profiled** code to find slow parts and memory leaks.

### Rocketbank
**September 2015 — February 2017**
Fintech
Junior Software Engineer

Rocketbank was a trendy banking app and also my very first job.
- **Built** a custom UICollectionViewLayout that worked exactly like the old skeuomorphic Wallet app. It was used on every single screen and I am still proud of it.
- **Drew** charts with Core Graphics to show spending. **Made** a ton of custom UI views.
- **Refactored** screens for a new design, supported all devices (4S+, iOS 7), and made complicated keyframe animations with Core Animations. **Worked** with sockets when implementing chat features and real-time price updates.

## OTHER PROJECTS

### Story Editor for Instagram
**February 2022 — September 2022**

Working part-time, I helped with building a video editor for making fun Instagram Stories.
- **Wrote** a Text Editor with support for visual effects and color editing. **Developed** a Timeline with editable tracks and layers like in iMovie, and deepened my understanding of AVPlayer and AVComposition.