

TIM PYSHNOV
Senior iOS Developer
Turkey

SKILLS

Swift, SwiftUI, iOS SDKs, C, Objective-C, JavaScript, HTML, CSS, Git, Make

Composable Architecture, MVC, MVVM, Coordinators, VIPER, Design Patterns, Functional Programming, API Design

Unit Testing, Profiling, Optimizing, Code Review, App Publishing

CONTACT

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I am an iOS Engineer with 7 years of experience. I focus on creating maintainable architecture and making *insanely great* user experience for customers.

EXPERIENCE

TABBY Senior iOS Developer | July 2022 – Present

I joined the “Post-Purchase Experience” team to implement a native app from scratch.

- Being a core member of the Design System Team, led the development of all text components, focusing on pixel-perfect layouts for different locales and accessibility.
- Established best practices for working with money. Wrote safe money primitives (safe JSON decoding, Decimal-based). Implemented Money Formatter to display prices in different currencies, in English and Arabic. Heavily covered with tests.
- Implemented dozens of screens and services from scratch.

PURE Senior iOS Developer | February 2021 – February 2022

During my stay, I mostly worked on refactoring legacy code to meet new business requirements and implementing a complete app redesign.

- I was responsible for Profile and “Write Post” sections of the app, rewriting them to CLEAN (VIPER) architecture and implementing a new design (Custom Layout, Dark Mode, Drag & Drop feature).
- Wrote complex UI components, such as an infinite messages carousel, which updated its content in real-time and had scroll-based animations.
- Ensured test coverage and reviewed the code of my colleagues.

GOTOVO KITCHEN Senior iOS Developer | March 2020 – February 2021

Hired as a solo engineer to develop two apps: a customer app for food delivery and a chat app for the support team.

- Wrote Support App with chat functionality and real-time delivery monitoring using Firestore API.
- Implemented real-time menu (Firestore/Sockets), shopping cart, and checkout (Apple Pay and Debit Cards). Built Map feature with street geocoding, precise polygon/overlay drawing, and Uber-like pin.
- Working side by side with a designer, implemented innovative UI elements perfecting UX for customer happiness and achieving the wow effect.

MEDITATIONS & SLEEP iOS Developer | April 2019 – October 2019

Hired to build an audio app from scratch to release on the App Store.

- Built an audio player using AVFoundation with features such as streaming, caching, fine-tuned scrubbing, and lock screen widget support.
- Worked with StoreKit to implement subscriptions and OpenSSL for validating receipts on-device.
- Implemented Onboarding, Player screen, and Menu screen with AppStore-like transitions. Added A/B tests and analytics.

OVERHEAR iOS Developer | February 2017 – March 2019

I’ve led a complete rewrite of a popular social network application.

- Achieved perfect smooth scrolling experience of the Feed by manual layout, caching, profiling graphics rendering, and searching for bottlenecks.
- Profiled and fixed memory leaks. Reconsidered an architecture using the Coordinator pattern. Made screens pixel-perfect and fixed laggy animations. Wrote numerous new screens and services.

ROCKETBANK Junior iOS Developer | September 2015 – February 2017

Hired as an intern at 16 years old, I was proud to deliver features such as:

- Custom UICollectionViewLayout inspired by the skeuomorphic Wallet app. My class was foundational for an app redesign and was used on every screen. Optimized to be fast even on iPhone 4.
- Built charts with CoreGraphics and live price updates using Sockets.
- Implemented a ton of custom UI interactions with complex keyframe animations. Wrote dozens of screens.
- Built a small Stocks application for Staff.

PART-TIME AND 🌐 PROJECTS

📱 CAMERA WITH LIVE FILTERS

June 2023
Building a custom performant camera with live frame processing using Core Image, Metal, and ideas from functional programming.

🌈 RAYCASTING ENGINE

April 2023
While being inspired to learn low-level computer graphics and game engines, I followed a series of tutorials building a game from scratch in pure Swift.

VIDEO EDITOR

Senior iOS Developer | February 2022 – September 2022

Built UI for Metal-based Instagram Story Editor.

- Built UI for Metal-based Instagram Story Editor.
- Created live canvas for Video Editor using AVFoundation & AVComposition. Built custom media picker with Photos framework. Heavily worked with gestures for creating, moving, and rotating elements on the canvas.
- Developed an iMovie-like Timeline feature with editable tracks, scrubbing, and zooming.
- Made a text editor with custom controls (font editing, color picker, effects). Had an experience working with MetalKit to show a list of live effects.