Tim Pyshnov

Senior iOS Developer
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EXPERIENCE

TABBY   **Senior iOS Developer,** Customer Lifecycle Team
Largest BNPL provider in the Middle East   July 2024 — May 2025

- Owner of Auth, Profile, and Onboarding modules. Refactored Profile to backend driven UI.
- Shipped App Banners feature that increased total sales by several percent.
- Delivered Referral Program feature. Handled deep linking using AppsFlyer and implemented UI.
- Conducted code reviews for team members.
- Implemented numerous new screens and services. Increased test coverage by writing unit and snapshot tests.
- Managed releases, coordinating teams to meet release schedules, managing regression builds with QA, and ensuring app stability post-release.

TABBY   **Senior iOS Developer,** Post-Purchase Experience Team
Largest BNPL provider in the Middle East   July 2022 — July 2024

- Implemented secure authentication via password, biometry, and PIN code. Worked with Keychain and data encryption.
- Established best practices and designed APIs for working with money: parsing, formatting, and decoding. This ensured correct currency formatting on different locales throughout the app.
- Developed Text component for Design System that supported pixel-perfect rendering in Auto Layout and SwiftUI, with English and Arabic localization.
- Implemented Notification Center feature and push notification handling throughout the app.
- Implemented APIs for convenient work with custom Typography (fonts, attributed strings). Wrote API documentation and delivered presentations to the team.
- Delivered Sign In/Sign Up, and Onboarding redesign.
- Performed code and API reviews across teams.
- Improved app stability by resolving multiple crashes.

PURE   **Senior iOS Developer**
Dating app   February 2021 — February 2022

I worked on refactoring legacy code to meet new business requirements and implementing a complete app redesign.
- Refactored and redesigned "Write Post" and "Profile" features to CLEAN architecture. Implemented custom UICollectionViewLayout with drag-and-drop functionality for attached photos.
- Wrote complex UI components, such as an infinite messages carousel that updated its content in real-time and had scroll-based animations.
- Implemented Dark Mode support throughout the app.

GOTOVO KITCHEN   **Senior iOS Developer**
Food delivery   March 2020 — February 2021

Hired to develop two apps from scratch: a customer app for food delivery and a chat app for the support team.
- Architected two iOS applications from scratch.
- Built Support App with chat functionality and real-time delivery monitoring using Firestore.
- 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 functionality.
- Handled App Store publishing and ensured app stability after every release.

MEDITATIONS & SLEEP   **iOS Developer**
Health App   April 2019 — October 2019

Hired to build an audio streaming 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. Later built receipt validation on the server.
- Implemented Onboarding, Audio Player, and Menu screen with custom animations and transitions.
- Built CI/CD workflow. Added A/B tests and analytics throughout the app.

OVERHEAR
Social Network

iOS Developer
February 2017 — March 2019

- Achieved 60 FPS scrolling on Feed screen. I made a switch from Auto Layout to manual frame layout. Using Instruments profiled graphics rendering and fixed bottlenecks.
- Built a system for caching and reusing layout calculations on cell dequeuing.
- Profiled and fixed memory leaks.
- Added Coordinator pattern and an architecture based on small, reusable view controllers. This significantly improved readability and helped delivering features faster.
- Mentored a junior iOS developer and led the development of new features.
- Managed all releases to App Store.

ROCKETBANK
Bank

Junior iOS Developer
September 2015 — February 2017

Hired as an intern at 16 years old, I contributed to the app redesign.
- Implemented custom UICollectionViewLayout inspired by the skeuomorphic Wallet app. This feature was foundational for the redesign and was used on every screen.
- Built interactive charts with CoreGraphics to display real-time stock prices.
- Implemented chat functionality using Sockets.
- Wrote a lot of custom UI interactions: interactive keyframe animations, custom TabBar, and ViewController transitions.
- Delivered multiple new screens and services.

PET PROJECTS

Neurons
June 2023
Neural Network without CoreML in pure Swift

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

Raycasting Game Engine
April 2023
I followed a series of tutorials building a game from scratch in pure Swift.

SKILLS

Swift, SwiftUI, Objective-C, iOS SDK, C, JavaScript
TCA / Composable Architecture, MVVM, MVC, Functional Programming, API Design
Testing, CI/CD, Xcode Building tools, SPM, Instruments, Swift Concurrency, GCD

CONTACT

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