Vladislav Prusakov

iOS Senior Software Engineer

👤 Profile

Senior iOS Software Engineer with 6 years of experience, including 2 years as Mobile Team-lead at VK. My experience as Software Engineer included: creating an architecture of the app from zero to production, creating a design system, and supporting a development environment (CI/CD, scripts, etc.). I am capable of writing and supporting any complex system (within reason).

I like to invest time in open-source projects, creating tools and apps for developers.

The most loved libraries I've created are:

- SwiftDI - I have created a library to understand how DI works inside. In SwiftDI I've used the DSL paradigm and a new property wrapper feature of Swift. The best feature I've created is parsing Swift AST to highlight unused dependencies.
- LiteRoute - This is the first library I've created. The main goal is to give developers the best tool to routing between VIPER modules.
- AdaEngine - I try to learn 3D rendering and create a flexible game engine for Apple Platforms.

Also, I contributed to Godot Engine and other little libraries.

📊 Professional Skills

iOS Development: Swift, Objective-C, C++, CoreData, Firebase, Combine, SwiftUI, JavaScriptCore, CocoaPods, Swift Package Manager (SPM), SQLite, Core Graphics, Metal, Apple Push Notifications.

Tools: Jira, Git, Github, Gitlab, Confluence, Gitlab CI, TeamCity

💼 Employment History

Mobile Lead at VK (Mail.ru Group), Moscow

February 2020 — Present

In VK I started as iOS Team Lead, but now I leading Android and iOS teams. I am working on an application that allows people on salary programs to get a part of their salary in advance of their payday. My responsibilities as Software Engineer includes:

- creating a secured app with a flexible architecture
- configuring CI/CD
- distributing the app to users via AppStore
- supporting current code base and high crash-free (99.5%)

As Team Lead I support my teammates and help them grow up as strong engineers. We share our knowledge across other teams in VK and try new technologies like Kotlin Multiplatform and Swift Package

Details

Moscow
Russia
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Date of birth
06.12.1996

Links

LinkedIn
GitHub (personal)
Github (my organization)

Languages

English

Russian

Manager Modules, to motivate others to try something new. I believe that this step can grow my teammates as skilled engineers.

iOS Senior Software Engineer at Tinkoff, Moscow
November 2017 — February 2020

My main goal as Software Engineer was to create and support an app with storage user documents (ID, medical insurance, visas) and bank cards. I worked on:

- complicated and interactive animations using CoreAnimation and UIKit
- worked with Objective-C legacy module for document scanning
- created scripts on Ruby for Fastlane
- created scripts to generate templates
- created App Extensions

In Tinkoff, I learned how iOS storages work (CoreData and Secure Enclave) and created a transaction system for CoreData.

iOS Developer at WebAnt, Rostov--on-Don
February 2016 — November 2017

Started my career as Junior iOS Developer in outsorcing company where created apps from zero. Working with BLE (CoreBluetooth), Firebase (FirebaseMessaging), StoreKit (in-App purchases), CoreLocation, etc.

Also I created offline meetups (PeerLab) where iOS/Android developers can share their knowledge in informal environment.

🎓 Education

B.S. in Computer Science , Don State Technical University, Rostov-on-Don
September 2016 — December 2019

Middle Education in Computer Science , Rostov College Of Radio and IT, Rostov-on-Don
September 2012 — July 2016