ANTON KASARYN

IOS SOFTWARE DEVELOPER

EDUCATION

UNIVERSITY OF LOWER SILESIA

Bachelor's degree in Computer Science

2023 - 2027

POLISH TECHNICAL COLLEGE

Associate's degree in Computer Science

2018 - 2022

SKILLS

- · Swift, UIKit, SwiftUI, Combine, Git
- iOS SDK (AVFoundation, Foundation, WatchConnectivity)
- MVC, MVVM, MVVM-C, MVP, MVP+R, ,
 VIPER
- REST (URLSession, Alamofire)
- OOP, POP, SOLID, DRY, KISS, YAGNI principles
- Auto Layout, Size classes
- GCD, Async await, Operation
- CoreData, Realm, Keychain, FireBase
- Memory management
- Unit Tests

LANGUAGES

- English Intermediate
- Polish Advanced
- Russian Native
- +48 572 072 903
- kasarin.anton@gmail.com
- https://github.com/VasckMe
- https://www.linkedin.com/in/kasaryn-ios/

EXPERIENCE

IOS DEVELOPER

May 2024 - August 2024 Project: Beauty & Cosmetics App

- Building the project from scratch
- Implementing new functionality
- Creating MVVM modules and custom views in SwiftUI
- Fixing bugs

Technologies: Swift+SwiftUI, UIKit elements, MVVM, Git, Core Data, FireBase, Adapty, OpenAI,

IOS DEVELOPER, ANDERSEN

August 2023 - March 2024 Projects: Fintech, Medcare

- Developing new features, implementing reusable components
- Working in an Agile environment, participating in the Scrum events
- Conducting cross-code review, writing efficient source code

Technologies: Scrum, Swift, UIKit + SnapKit, MVP+R, Modular Architecture, SwiftGen, SwiftLint, UserDefaults, Keychain, Git, Atomic Design, Combine

IOS DEVELOPER, ITG-SOFT

March 2023 - August 2023 Projects: Maps, Video portal

- Implementing functionality, bug fixing, refactoring
- Took part in communication with backend team and planning
- Communication with the customer

Technologies: Swift, UIKit + SnapKit, MVVM-C + R, RxSwift, Git, Google Maps SDK, Alamofire

IOS DEVELOPER

November 2022 - March 2023

Project: E-Learning platform for education

- · Fixing bugs
- Implementing new functionality, updating legacy code
- Creating VIPER modules and custom views

Technologies: Swift, UIKit, MVC, VIPER, Git, Realm