

Anton Lobanov

Contact information

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About me

Senior iOS developer with 7+ years of native iOS development (and 11+ years in software engineering). Strengths — Swift, UIKit/SwiftUI, MVI/TCA architectures, testing (XCTest/XCUITest), CI/CD (Fastlane/GitHub Actions/GitLab), Server-Driven UI. Experience in mentoring, interviewing, and cross-functional collaboration in English-speaking teams.

Work experience

Senior iOS Developer | Tabby (Fintech, BNPL)

March 2023 – present (1 year 9 months) | Dubai, UAE

- Led more than 20 features, including major initiatives:
 - Filter redesign (3 developers, 1 designer): reduced product search time by 30%, leading to a 4.2% increase in purchase conversion
 - Implementation of cashback for special offers (4 teams, 6 months): increased GMV by 25% in the first month
- Implemented a mechanism for tracking ad visibility, resulting in a 15% increase in CPM
- Regularly took on backend tasks in Go (creating a microservice, fixes, performance tuning) to unblock the team and speed up delivery of features for ad services

iOS Tech Lead | MDK (Social Network)

March 2020 – January 2023 (2 years 10 months) | Moscow, Russia

- Organized the development process: 2-week sprints, code reviews (100% coverage), grooming, design hand off
- Optimized the main application feed: FPS from 35–45 ➡ 55–60, time in feed +10–15%, support requests about lags –70–80%
- Incrementally modernized the architecture without stopping the development of new features: from a massive ViewController (3000+ lines) to a modular architecture
- Increased stability: crash-free rate increased from 95% to 99.5% through improving architecture
- Set up CI/CD: automatic builds reduced release time from 2 days to 2 hours

Reason for leaving: The company focused on the web3 direction, iOS development became less of a priority

iOS Developer | Vyver Technologies (Part-time contract)

Nov 2021 – Apr 2022 (6 months, 20 hours/week) | San Francisco, US

Context: Short-term contract to create an MVP, in parallel with the main job (agreed with the employer)

- Delivered a working MVP for presentation to investors on time (3 months), which helped secure the seed round

- Managed a team (iOS/Android/Backend); requirements, documentation, decomposition, planning; client communication in English

iOS Developer | CFT Group | KoronaPay (Financial software)

Sept 2019 – Mar 2020 (7 months) | Saint Petersburg

- Implemented a new authorization flow together with the UX team: reduced churn at the registration stage by 20%
- Participated in updating the codebase from Objective-C to Swift by covering the code with unit/UI tests (TDD); the share of Objective-C dropped from 60% to 30.5%
- Initiated 10+ mob-programming sessions for complex tasks and topics, improving knowledge sharing

Reason for leaving: Received an offer for a position with greater responsibility and the ability to influence the product

iOS Developer | E-engineers (Mobile Development)

February 2018 – September 2019 (1 year 7 months) | Saint Petersburg

- Designed a video-calling module; integrated WebRTC from scratch
- Integrated MapKit and AVFoundation into a travel app (~1k DAU)
- Participated in the migration from Cordova to native modules

Reason for leaving: The company abandoned iOS product development

Frontend Developer | Previous experience

2013 – 2018 (5 years)

- zubza.ru — Frontend (2016–2018): React Native, TypeScript, Sass, Webpack; website ~10k DAU
- AstraMediaGroup — Web (2013–2016): PHP/MySQL/JS; development of e-commerce websites and CMS plugins

Key skills

- **iOS Core:** Swift, SwiftUI/UIKit, Combine, async/await, Core Data
- **Architecture:** MVVM, MVI, VIPER, Clean Architecture, modularity (SPM)
- **Tools:** XCTest, XCUITest, TDD, Instruments, Crashlytics, Fastlane, Git, GitHub Actions, SPM/CocoaPods
- **Platform/Features:** Payments (Apple Pay/Stripe), Authentication (OAuth/2FA), Push, Deep/Universal Links, WebSockets, Nearby Interactions
- **Other:** SDK development, Kotlin Multiplatform (used on iOS), Server-Driven UI, A/B testing, analytics

Pet projects

- Love Rules — iOS app with 16,000 MAU; growth mechanics (sharing + deep links), onboarding; end-to-end (Swift/SwiftUI, NodeJS, Firebase, Fastlane).
- 7 more iOS apps — each with ≥100 DAU; utilities/wellness/finance; common stack: Swift/SwiftUI, SPM, analytics, offline-first, widgets.

Education

SPbSUT — Radio Engineering (2012-2017)