

iOS Developer with 5 years of hands-on experience building and delivering production-ready mobile applications - from personal projects published on the App Store to large-scale commercial apps with 1M+ active users. Passionate about crafting seamless, intuitive user experiences and writing clean, scalable code.

Technologies and Languages

- Languages: Swift, SwiftUI, ObjectiveC, TypeScript, JavaScript, C#, Python, C++
- Technologies: CoreML, CoreData, Realm, Firebase, ARKit, Metal, SceneKit, Xamarin, ReactNative
- Instruments: XCode, VSCode, TestFlight, Jira, Git, Miro, Asana, Figma, Sketch, GitHub, Bitbucket, GitLab, Azure
- Other: Data structures and algorithms, communication, flexibility and adaptability, ability to multitask, problem solving, fast learner

Work Experience

iOS Developer	Personal Projects Wrocław, Poland	June 2025 – Present
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[Family Study on App Store](#)

A parental monitoring app built to support real-time progress tracking and behavior-based motivation for children. Architected and developed end-to-end using modern iOS technologies with a strong focus on scalability, data consistency, and secure cloud integration. Delivered the full product lifecycle - from product discovery and system design to App Store deployment and post-release iteration.

- Architected a modular **SwiftUI** codebase using **MVVM** and reactive state management
- Designed Firestore data models optimized for real-time updates
- Implemented **Firebase Security Rules** enforcing strict role-based access control (parent vs child) and document-level permissions
- Implemented backend-driven push notifications using **Firebase Cloud Functions** → **Firebase Cloud Messaging (FCM)** → **APNs**, ensuring reliable delivery and preventing client-side abuse
- Built event-driven notification flows (session start/end, rule violations, parent alerts) fully managed by backend logic

[QR Toolkit on App Store](#)

A utility app for generating and scanning QR codes, built from the ground up to enhance my skills in modern iOS development using Swift and SwiftUI. The project involved the entire development cycle - from concept and UI/UX design to App Store deployment.

- **End-to-end development (E2E)**
- Gained practical experience with SwiftUI and complete **App Store publishing workflow**.

Software Engineer	Capgemini Wrocław, Poland	Aug 2022 – Present
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- **Contributed to building and scaling a mobile application with over 1 million active users**, focusing on performance optimization, code quality, and user experience
- **Provided iOS technical expertise for a Xamarin-based cross-platform project:**
Advised on native iOS best practices and ensured consistency between Xamarin code and native platform behaviors.

Supported and mentored the cross-functional team on Swift, Xcode, and iOS-specific tooling to improve delivery speed and product quality.

- **Actively participated in the migration from Xamarin to React Native:**
Learned React Native from scratch, quickly becoming productive within a short timeframe.
Provided expertise in **navigation patterns, notifications, permissions, camera access** during migration.
Helped test the React Native version of the app by comparing it with the original Xamarin app to ensure all features were correctly migrated and the UX remained consistent.
- **Initiated and implemented best practices to improve cross-team collaboration**, including:
Establishing regular **technical syncs** and **knowledge transfer (KT) sessions**.
Promoted git convention, documentation practices between mobile teams.
- **Reviewed business requirements and technical documentation**, providing:
Accurate **development estimations**, identifying dependencies and potential blockers early.
Clear suggestions and feedback to improve feature feasibility and implementation scalability.

Lead iOS Developer

Personal Projects
Wroclaw, Poland

Feb 2023 – Jul 2024

Photo Editor App

A mobile photo editing application that enables users to remove unwanted objects or people from photos through manual selection and intelligent background restoration.

- **End-to-end development (E2E)**
- Integrated **OpenCV** to implement object removal using techniques like **inpaint()** for reconstructing image regions
- Built a custom mask-drawing interface using gesture-based input in UIKit.
- Combined CoreGraphics and CoreImage for pre- and post-processing steps such as cropping, brightness adjustment, and image export.

VPN App

- **End-to-end development (E2E)**
- Implemented the client interface for managing VPN connections using NetworkExtension framework

iOS Developer

Innowise Group
Minsk, Belarus

2021 – 2022

- Developed a feature using the **TrueDepth camera** and **ARKit** for **real-time scanning**.
- Trained and integrated a **custom CoreML model** for live detection based on mesh data.
- Created and rendered **3D models** using **Metal, C++, and Objective-C**, optimizing for real-time performance.
- Integrated **analytics and tracking tools** to collect key performance and usage metrics

iOS Developer

Varfolomeev development
Minsk, Belarus

2021 - 2021

- Taught and applied core iOS development skills
- Development of a Photo Editor app with advanced features using **OpenCV**
- Provided mentorship and code reviews.

Education and Certifications

- **B.Sc. System Programmer Engineer**, Belarusian State University of Informatics and Radioelectronics **2017–2021**

Languages

- Russian - **Native**
- English - **B2**
- Polish - **A1**