

Anton Vilyams

Senior iOS Engineer

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Profile

- iOS engineer with years of experience in building native mobile apps, capable of crafting world-class products from scratch.
- Lead the development of software products that are used and loved by hundreds of thousands worldwide.
- Deep and up-to-date knowledge of iOS frameworks, tools, and techniques.
- Well-developed understanding of computer science fundamentals, data structures, and algorithms.
- Strong knowledge of design patterns and how they apply to mobile applications.
- Solid analytical, problem solving and decision making skills with an eagerness for continual personal development.
- Enjoy working on result-driven teams with a strong engineering culture, a passion for design and building products I believe in and actually use.

Skills

Swift	XML	Facebook SDK	Slack
Objective-C	Core Data	Texture	Google Analytics
Xcode	MapKit	(AsyncDisplayKit)	Crashlytics
Cocoa Touch	Core Location	Unit Testing	Fabric
Model-View-Controller (MVC)	AVFoundation	Test-Driven	Fastlane
UIKit	AVKit	Development (TDD)	App Store Connect
Auto Layout	Core Animation	User Interface Tests (XCUI)	Provisioning
SwiftUI	SpriteKit	Swinject	UI/UX Design
Multithreading	ARKit	Git	Prototyping
Grand Central	Accessibility	Agile	Sketch
Dispatch (GCD)	CocoaPods	Scrum	Zeplin
REST API	Firebase SDK	JIRA	Apple Human
JSON	Amazon Web Services (AWS)	Trello	Interface Guidelines (HIG)

Experience

July 2017 - Present, Senior iOS Engineer, BRLab, Moscow, Russia

- Lead development of company's two flagship iOS products: [RB](#), a sports betting app that also gives the ratings of the betting providers and assists users in resolving disputes with the bookmakers, and [ODDS](#), a live scores app with real-time stats, broadcasts, and odds for each of the major professional sports.
- Managed iOS team (3 people) to grow RB app from zero users to 17,000 DAU, while keeping our crash-free user rate over 99.8%.
- Worked closely with business, backend, and design teams to featured RB app to #1 in Sports category on the App Store in Russia.
- Coordinated all aspects of the software development lifecycle (SDLC), including systems requirements and specifications, development, testing, and software releases.
- Implemented the new features that use the capabilities of the current iOS version, while keeping support for iOS 8.

June 2016 - July 2017, iOS Software Engineer, Orbios Ltd, London, UK / Moscow, Russia

- Developed [Orbios for iOS](#), a cloud storage mobile app that lets user to access his photos, music, and other files on all of the supported devices.
- Integrated features that allowed downloading and storing files locally for offline use.
- Supported video and audio playback using HTTP Live Streaming technology.
- Assembled [background upload](#) of Camera Roll pictures from device to Orbios Gallery.
- Provided internationalization and localization support to prepare for launch in the United States and China.

March 2015 - June 2016, iOS Software Engineer, Cesar Satellite, Moscow, Russia

- Developed [Cesar Car for iOS](#), a remote control app that enables to connect and manage cars from any distance.
- Provided features that allowed to remotely lock/unlock the doors, find the parked vehicle and track car location, as well as to get vehicle status and alerts.
- Contributed to the backend team in setting up mobile API to optimize the number of client-server requests.
- Maintained the company's other iOS products - Cesar Connect, Cesar Home, Cesar Logistic, Emergency Line, which were originally developed by the contractor.
- Served as main point of contact for customer-reported issues regarding mobile apps.

July 2014 - March 2015, iOS Software Engineer, Orbios Ltd, London, UK / Moscow, Russia

- Developed Orbios Mail for iOS, a mobile app for managing multiple e-mail accounts.
- Supported Gmail, Yahoo!, Hotmail, Outlook, Mail.ru, Yandex and any other IMAP or POP-enabled mailboxes.
- Built in MailCore 2 library for asynchronous work with the e-mail protocols and HTML rendering of messages.
- Created animation for custom controls using Core Animation of QuartzCore framework.
- Integrated touch screen gestures for managing individual emails (marking as read/unread, delete, move to folder or marking as spam) and for moving between email accounts.

August 2012 - July 2014, iOS Engineer, Moscow, Russia

Worked as a solo iOS developer on several apps for various projects:

- [Moscow Pass](#), a sightseeing app that gives you free entry to museums, Moscow city tour, sightseeing bus tour and Moscow River cruise.
- [Pinme](#) (acquired by Relevant Media), a social networking app for Pinterest's competitor in Russia.
- [Potshot Pirates](#) (published by Chillingo), an arcade castle demolisher game with fascinating plot and high quality 3D graphics.
- [Wana.do](#), a location-based app that allows you to find events nearby.
- [Baanan](#), a social messaging app, the best memes, video, gifs and funny pics in one place.

Education

Altai State University, Computer Science and Electronics, Barnaul, Russia

KVANT College of Information Technology, Mathematics and Computer Science, Barnaul, Russia

Goethe-Institut, English Language, Barnaul, Russia