Arturs Derkintis - iOS Developer

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Profile

Self-taught iOS developer with over 6 years of experience. In last 3 years I've been working in various commercial environments. Also have 8 months of experience working remotely.

Excellent problem solving skills that I've acquired over years of trial and error. I make it my goal to write clean, testable and scalable code. Extensive experience with maintaining legacy codebases and refactoring redundant and unscalable code.

Proficient in most used architectures - MVC, MVVM, MVVM+P.

Mainly working with Swift language, but I've worked extensively with Objective-C prior Swift release in 2014. Have implemented UITests covering the main functions and flows of the apps.

Work Experience

Senior iOS engineer - Urban (12.2017-Present)

Developing two iOS apps for customers and therapists. Working solely on both apps, implementing new design and functionality as well as maintaining legacy codebase.

Using MVVM architecture combining with protocol-oriented approaches that increases overall code cleanliness and sanity. Also I'm using ReactiveSwift framework to bind the view models to views and controllers. We're using CircleCi for build deployment

Involved in mature customer app's redesign to which I provided ~100k lines of refactoring in under 2 months. After this release Urban app was featured on App Store.

iOS developer - Amico.ai (05.2017-11.2017)

Worked remotely for startup based in Malta. Helped developing their iOS app from scratch using MVVM architecture. We were also using RxSwift for networking and BuddyBuild for deployment system.

Jr. iOS developer - Trinity Mirror (07.2016-03.2017)

Solely developed their MVP app called Perspecs.

Indie iOS developer (08.2012-06.2016)

Self-learned how to code and build apps.

Built various projects with different language and different architectural approaches.

Skills

Programming Languages: Swift, Objective-C

Frameworks/Tools: Realm, ReactiveSwift/Cocoa, RxSwift, CocoaPods, Git/SourceTree/Github, Fastlane, Bitrise, CircleCi, RestAPI, GraphQL

Design Tools: Photoshop, Sketch, Blender

Other stuff: Unity3D, SpriteKit, ARKit, Server-Side Swift

Projects

Commercial projects:

• Urban.app customers faced app to get a massage/osteopath to your home at the time you choose.
• Urban Hero.app for practitioners to see their bookings and manage their diary.
• Amico.ai iOS app not available on App Store anymore, but it was similar to Facebook to some extent.
• Perspecs.app news app with three perspectives of each topic.

Personal projects:

• Starfly.app - a better looking and faster web browser for iPads.

There's still some of my old (embarrassing) experiments on my GitHub profile.

Links

GitHub: https://github.com/artursDerkintis
LinkedIn: https://www.linkedin.com/in/artursderkintis/
Twitter: https://twitter.com/artursd13

References

You can find my references from my previous co-workers in my LinkedIn profile.