DMYTRO **C**HUMAKOV

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EMPLOYMENT

iOS Developer, Senior Devlight Winter 2023

Marketplace app

- Decreased crash rate by up to 7%
- Reduced the total amount of app memory by up to 5%
- Updated networking part that allows the increased performance of up to 10%
- Covered business logic with unit tests
- Led a small Agile team in understanding what the team needs, and why the team needs it to continue improving the product, by making users happy, releasing the product on deadline, and being happy as a team member

iOS Developer, Senior GlobalLogic Autumn 2021 - Autumn 2022

Glucose tracker iOS app

- Rewrote 60% of the UI of the application on SwiftUI
- Created a log parser tool that allows opening the file, searching for the date, and sorting logs between the start and end dates by categories (device, analytics, unknown)
- Decreased developer time by up to 60% on the log sorting process by automatization with the log parser tool
- Implemented delete account feature
- Supported writing, reviewing, and maintaining technical documentation
- Supported unit tests, UI tests, and integration tests
- Supported customers via the helpline

Glucose tracker iWatch app

- Decreased application crash rate by up to 5%
- Implemented delete account feature
- Supported unit tests

iOS Developer, Middle GlobalLogic Autumn 2020 - Summer 2021

Headset control app

- Implemented support for a new type of device
- Implemented Bluetooth communication with a new type of device
- Built a new UI for a new type of device
- Implemented software update device feature through the iOS application

iOS Developer, Middle CitrusDev Summer 2019 – Autumn 2020

NHS analog app

Built covid tracking application that notifies users about potential health dangers

Announcement ann

Built announcement application with 1-to-1 chat between buyer and seller

iOS Developer, Junior Syject Company Winter 2019 – Summer 2019

Haircut app

- Built a haircut app for users and masters with a map for finding nearby located masters
- Implemented a calendar for managing available time
- Implemented a system for approving or declining incoming requests

iOS Developer, Trainee TAC Team Fall 2018 - Winter 2019

Multi-User studying app

• Built a Multi-User learning app with courses for teachers and students to track the study process, create, buy courses, and save study materials

Flashcards app

• Implemented zoom for open PDF files.

Currency app

- Implemented support for a new type of currency
- Redesigned part responsible for the currency

EDUCATION

Kharkiv National Technical University "Kharkiv Polytechnic Institute"

Fall 2013 - Winter 2018

- M.S.E. in Measuring Systems and Devices, 2018. GPA: 3.6
- B.S.E. in System Engineering, 2017. In-major GPA: 3.4

TECHNICAL EXPERIENCE

Projects

- Multi-User MyDictionary App (2021). The platform allows users to create dictionaries with words of interest in different languages and synchronize them between iOS devices.
 [https://github.com/dchproject/Dictionary-App-iOS]
- Created open-source projects for sharing "Invaluable resources" that I would recommend for learning how to build software systems. [https://github.com/dchproject/invaluable-resources]

LANGUAGES AND TECHNOLOGIES

- Swift (Proficient); Objective-C (Proficient); SQL (Proficient); Java (Amateur); HTML (Amateur); JavaScript (Amateur);
 Google Cloud Platform; UIKit; SwiftUI; BLE; Notifications; Location; REST API; Dynamic Links; Reactive Programming;
 Concurrency; In-App Purchases; Social Sign-In; Maps; Unit Testing; UI Testing; Integration Testing; CI/CD;
 Documentation
- Xcode; IntelliJ IDEA; App Code; Visual Studio Code; Git; Source Three; GitKraken; Postman; Sketch; Figma; Adobe XD