

# Danylo - iOS developer

POSITION	iOS Developer
PROFILE SUMMARY	<p>iOS Developer with more than 4 years of experience in developing robust, scalable, and user-centric mobile applications for iPhones and iPads. Expertise in native development with Swift (UIKit and SwiftUI), designing and implementing innovative solutions with seamless UI/UX.</p> <p>I possess in-depth knowledge of iOS SDKs, Auto Layout, Core Data, and networking frameworks, among others, to ensure the optimal performance of apps.</p> <p>With RESTful API integrations, knowledge of integrating third-party libraries using Swift Package Manager, CocoaPods, and Carthage for extensible functionality. Hands-on experience with asynchronous programming, multithreading, performance optimization, smooth app behaviour, and responsiveness. Experience implementing analytics, app tracking, and user engagement features with Firebase and other mobile monitoring tools.</p> <p>Experienced in automated testing, including unit tests and UI testing, using XCTest and test-driven development to ensure high-quality app delivery. Able to work in cross-functional teams, from designers and backend engineers to stakeholders, using Agile/Scrum teams.</p> <p>Proven track record of bringing projects from e-commerce applications to meditation platforms to life, ensuring compliance with the App Store and seamless releases. Integrate emerging technologies and best practices in mobile security, accessibility, and performance optimization.</p>

## IT SKILLS

Programming Languages	Working experience Total in years	Professional level - Beginner - Competent	Last used Year
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		- Proficient - Expert	
Swift	4	-Expert	2025

Technologies	Working experience Total in years	Professional level - Beginner - Competent - Proficient - Expert	Last used Year
UIKit	3.5	-Expert	2025
SwiftUI	1.5	-Proficient	2025
Combine	1.5	-Proficient	2025
Core Data	1	-Proficient	2022
Networking (URLSessions / Alamofire)	4	-Expert	2025
XCTest, Quick, and Nimble	2	-Competent	2023
RxSwift	0.5	- Competent	2022

Tools	Working experience Total in years	Professional level - Beginner - Competent - Proficient - Expert	Last used Year
XCode	4	-Expert	2025
SPM	4	-Expert	2025
Cocoapods	3	-Expert	2024
Apple Developer Portal	3	-Expert	2025
Git	5	-Expert	2025
Jira	4	-Proficient	2025

<b>LANGUAGES</b> Native and foreign	<b>Ukrainian:</b> Native language <b>English:</b> Upper-intermediate
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## MAIN PROJECTS

<b>Project Name</b>	Truck Tracking Application(American Star)
<b>Overview</b>	<p>A logistics app designed for tracking deliveries and facilitating communication between dispatchers and drivers.</p> <p>Key Features:</p> <ul style="list-style-type: none"> <li>- Delivery tracking and confirmation</li> <li>- Delivery history and real-time updates</li> <li>- Driver-dispatcher communication tools</li> </ul>
<b>Duration</b>	2 months
<b>Role</b>	Junior IOS Developer
<b>Responsibilities</b>	<ul style="list-style-type: none"> <li>- Architected the offline first application</li> <li>- Developed a service to sync data from local storage to the backend</li> <li>- Covered business logic with unit tests</li> </ul>
<b>Technologies used</b>	Swift, UIKit, MapBox, GooglePlaces SDK, Firebase, PushNotifications, Realm, XCTest

<b>Project Name</b>	e-Commerce Deals App(Hiive)
<b>Overview</b>	<p>An e-commerce platform providing users with the best deals and discounts, featuring a TikTok-style feed.</p> <p>Key Features:</p> <ul style="list-style-type: none"> <li>- Rich referral system</li> <li>- Product purchases with Apple Pay</li> <li>- User behaviour analytics and personalized recommendations</li> </ul>
<b>Duration</b>	2.5 years
<b>Role</b>	iOS developer

<b>Responsibilities</b>	<ul style="list-style-type: none"> <li>- Developed a rich referral system</li> <li>- Implemented advanced deep link navigation</li> <li>- Refactored the existing code base to improve app performance and battery usage</li> <li>- Integrated multiple analytics services and different ad providers</li> </ul>
<b>Technologies used</b>	Swift, UIKit, Stripe, Apple Pay, Core Animation, Lottie, Unit testing using Quick and Nimble, Combine, MixPanel, Segment, Customer.io, Google Analytics, Facebook Analytics, MVP+Coordinator

<b>Project Name</b>	Bankee
<b>Overview</b>	<p><b>Bankee</b> is an innovative financial literacy program targeting elementary students in public and private schools in Kuwait.</p> <p>Key Features:</p> <ul style="list-style-type: none"> <li>- Educational content delivery system for financial literacy</li> <li>- Real-time financial data synchronization</li> <li>- Interactive financial learning modules</li> <li>- Progress tracking and achievement system</li> <li>- Multi-platform content integration (iPhone &amp; iPad)</li> </ul>
<b>Duration</b>	5 months
<b>Role</b>	iOS developer
<b>Responsibilities</b>	<ul style="list-style-type: none"> <li>- Developed financial literacy educational modules with interactive UI components</li> <li>- Created animated user interfaces to enhance learning experience</li> </ul>
<b>Technologies used</b>	Swift, UIKit, SwiftUI, MVVM+Router, Combine, SwiftGen, SwiftLint, Intercom

<b>Project Name</b>	IT Club
<b>Overview</b>	<p>IT Club Loyalty is the largest loyalty program for IT specialists in Ukraine, created by the Lviv IT Cluster.</p> <p>Key Features:</p> <ul style="list-style-type: none"> <li>- Digital loyalty card with QR code</li> <li>- Catalog of partner companies with filtering and search</li> </ul>

	<ul style="list-style-type: none"> <li>- Map with markers using Google Maps</li> <li>- Event listing and reminders</li> <li>- Push notifications for special offers and updates</li> </ul>
Duration	3,5 months
Role	iOS developer
Responsibilities	<ul style="list-style-type: none"> <li>- Implemented loyalty card and partner catalog screens with filtering and search functionality</li> <li>- Developed event module with reminder scheduling and notifications</li> <li>- Integrated push notifications and in-app deeplinks for marketing campaigns</li> </ul>
Technologies used	Swift, UIKit, SwiftUI, MVVM+Coordinator, Combine, SwiftGen, SwiftLint, Firebase (Remote Config, Analytics, Push Notifications)

## WORKING EXPERIENCE

From 2022 - present	<p><b>iOS Developer</b>  <b>NerdzLab - Full-time</b>  <b>Lviv, Ukraine</b></p> <p><i><b>Duties:</b></i>  <b>Design, develop, and maintain</b> high-performance applications for iOS devices.  Ensure <b>application performance, quality, and responsiveness</b> by following best development practices.  Assess and <b>optimize UI/UX designs</b>, ensuring seamless experiences across smartphones and tablets.  Conduct <b>unit testing</b> to maintain high code quality and prevent regressions.  Implement <b>CI/CD pipelines</b> to streamline the development and deployment process.</p>
Aug 2021 - Aug 2022	<p><b>iOS Software Engineer</b></p> <p><b>Binariks Inc. - Full-time</b>  <b>Lviv, Ukraine</b></p>

## EDUCATION

2016 - 2020	<p><b>IT Step University Lviv</b></p> <p><b>Bachelor's degree, Computer Science</b></p>
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2017 - 2019

IT STEP Computer Academy (@<https://lviv.itstep.org/>)  
Undergraduate Foundation, Computer Science

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**References:** Available upon request