

NIKITA KHOMITSEVYCH

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[GitHub](#) [Stack Overflow](#) [LinkedIn](#)

Mobile (iOS) and web frontend software engineer with 7 years of production experience in plenty of complex projects and distributed software development teams. Worked on projects targeting both B2C market and B2B area (sometimes strictly related to the hardware manufacturer). Have relative work experience in either of outsource / outstaff / product companies covering specific circumstances related to each of them. Although the main area I have been worked is iOS-specified there are bunch of technologies and tools I've been worked within. Describe myself as T-Shaped Engineer.

Recent Projects

[RU] **iOS From Scratch Course**, 2021/02–2021/05.

Lecturer and course creator (Part-time). Project: [GitHub course repository](#).

The course contains 20 lectures and the final assessment described requirements to follow and suggested theme to implement. Course aims to cover multiple topics necessary for iOS developer: Swift basics (e.g. variables, types, functions, classes, protocols etc), iOS frameworks (UIKit, Core Animation), memory management, concurrency (GCD), key-value data storage, network, development tools etc.

The goal of the course was to prepare students without computer science degree or any programming skills to the *junior iOS developer* job position.

Recent Employments

Fluxon, 2022/06–2022/11. Software engineer.

Worked on two web applications, dealing with the front-end part either of the project. Studied web tech stack, e.g TypeScript, React.js, Next.js, Firebase, Cloud Firestore.

Developed (was solo developer) macOS application to remind about the upcoming meeting in your Google calendar, blasting upfront on your screen. The project was developed from scratch and was inspired by the MeetingBar tool. Technologies included Swift, SwiftUI, AppKit, Combine and XCTest.

Life360 Inc., 2020/01–2022/04. Senior iOS Engineer (Contractor).

Worked on major product parts of the Life360 iOS application (30+ million MAU, end of Q1 2022). Developed Family Safety Assist (FSA) feature allowing access e.g. roadside assistance in US and Canada. Developed Lead Generation feature to provide specific offers for customers from auto insurance companies. Led a team at 4 mobile developers (Android and iOS), tackling requirements processing, delivery responsibilities and people management. Developed user's driving experience workflow, created brand new tab 'Driving' including weekly driver report to see driving statistics and promote safe driving.

Technologies included Swift, UIKit, RxSwift, Uber RIBs, XCTest, Fastlane etc.

BetterMe USA, 2018/11–2019/12. iOS Software Engineer (Full-time).

Developed a number of fast-growing Health & Fitness apps in the world, aimed to improve people's fitness level and general health status. Developed and supported Redux architecture on most of our apps. Developed brand new version of 'BetterMe: Weight Loss Workouts' iOS application getting away from VIPER to the Redux. Supported custom Jenkins pipeline as mandatory CI/CD delivery platform. Developed bunch of Ruby scripts using Fastlane as a primary tool for a daily work tasks automatization.

Top-3 applications with my contribution: BetterMe: Weight Loss Workouts, BetterMe: Calm, Sleep, Meditate, BetterMe: Walking & Weightloss

CyberVision, Inc., 2016/04—2018/09.

Mobile Software Engineer (Full-time). Project: Nuvo: applications for pregnant and doctor.

Worked on iOS applications for manufactured FDA cleared device for remote nonstress tests for pregnant. iOS application was intended to monitor real-time health indicators of a pregnant woman and her fetus. Developed both applications for pregnant and doctor on iPhone and iPad. Architected and developed a separated SDK to deal with device via Bluetooth Classic. Supported FDA and MFi device certification from engineering side.

Technologies included Swift, UIKit, CoreGraphics, SwiftCharts, VIPER architecture, Bluetooth Classic, Alamofire, RxSwift, Swinject. Used Nimble, Quick and Cuckoo tools leaning on BDD approach.

iOS Software Engineer (Full-time). Project: CleanSpace application.

Worked on iOS SDK for CleanSpace application. Provided a full cycle of application development, including architecture planning, development cycle and end-to-end testing. Developed third-party frameworks from scratch for next integration on the iOS application. Created Objective-C library that enables communication with BLE peripheral. Created Swift library implemented iBeacon communication workflow.

Technologies included Swift, UIKit, Autolayout, CoreGraphics, CoreBluetooth, CoreLocation, Alamofire, PromiseKit.

Education

Master's Degree in Computer Science, 2017–2018.

Igor Sikorsky Kyiv Polytechnic Institute (KPI), Faculty of Biomedical Engineering.

Bachelor's Degree in Computer Science, 2013–2017.

Igor Sikorsky Kyiv Polytechnic Institute (KPI), Faculty of Biomedical Engineering.