

NIKITA KHOMITSEVYCH

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Software engineer with 8+ years of engineering (iOS and Web) in complex projects and distributed software development teams. Have an entrepreneurship mindset working in different areas such as IoT, Healthcare, Health & Fitness, Social, and FinTech. Served as mobile team lead and architect for the last 4 years. Participated as a staff member or contractor, primarily targeting the US market.

Experience

Lead iOS Engineer

Jan 2023 – Present

Wurthy (US platform of making P2P payments over time)

- Released a brand new iOS application in a **6 months** term. Develop the app during the first **50 customers** on board.
- Recruited, onboarded, and managed a **team of 3 iOS engineers**, adopting Agile and Kanban practices through the mobile iOS team.
- Led technical aspects of the project. Split the application into multiple modules within the Domain, Service, and Application layers separation. Supported **up to 70%** of the test coverage in the Service layer.
- Developed iOS application with the **16+ iOS SDK target**, using the latest frameworks and tools, e.g. SwiftUI, async/await, and navigation stack routing.

Software engineer (Web, macOS)

Jun 2022 – Nov 2022

Fluxon (Product and outsourcing development distributed company)

- Developed the front-end part of the taki.app. Tech stack comprises TypeScript, React, Next.js, GCP, Firebase and Firestore.
- Led the development of the Notiblast macOS application. App's goal is to remind about the upcoming meeting in your Google calendar, blasting upfront on your screen. Tech stack comprises Swift, SwiftUI / AppKit, Combine and XCTest.

Senior iOS Engineer (Contractor)

2020/01 – 2022/04

Life360 Inc.

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.

iOS Software Engineer

Nov 2018 – Dec 2019

BetterMe USA

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

iOS Software Engineer

Oct 2015 – Sep 2018

CyberVision, Inc.

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.

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.

Projects

Online Course **iOS From Scratch** [RU]

2021/02 – 2021/05

Source: *hamsternik/robotdreams-ios-course*

Created and taught the group of 12 people. 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.

Education

Master's Degree in Computer Science

2013–2018

Igor Sikorsky Kyiv Polytechnic Institute, Biomedical Engineering Department