

NIKITA KHOMITSEVYCH

hamsternik9@gmail.com | github.com/hamsternik | [linkedin.com/in/nkhomitsevych](https://www.linkedin.com/in/nkhomitsevych)

Software engineer with over 10 years of experience in developing software for Apple platforms (iOS, macOS, tvOS) and the frontend of web applications (React, Next). For the past 5 years, I have exclusively worked in distributed software development teams. I have served as a team lead or as a software architect across various mobile and cross-functional projects. My primary areas of expertise include FinTech, Social, Healthcare, and Health & Fitness.

Experience

Senior iOS Engineer

Jul 2024 – Jan 2025

Loblaw Digital

- Built a new **subscription mechanism for physical products** in stores, enabling users to subscribe to products they order consistently without needing to reorder manually each time.
- Developed the knowledge base for the iOS team using Coda.io, creating **dozens of internal documents** to structure the iOS app architecture by layers.
- Led a technical proposal to introduce the **Single Responsibility Principle (SOLID)** by extending the MVVM architecture with the “UseCase” layer, streamlining unit test creation.

Software Engineer, Founder

Dec 2023 – Present

Finite Timespace LLC

- Responsible for providing hands on engineering and consulting for businesses and startups. Main areas are Apple platforms (iOS, macOS, tvOS) and web (frontend) applications (React, Next).

Founding Software 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. The application has been divided into multiple modules (Domain, Service, and Application). 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 Frontend, macOS)

Jun 2022 – Nov 2022

Fluxon (Product and outsourcing development distributed company)

- Developed the front-end part of the taki.app. Technologies included 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. Technologies included Swift, SwiftUI / AppKit, Combine and XCTest.

Senior iOS Engineer

Jan 2020 – Apr 2022

Life360 Inc.

- Managed a **team of 4 mobile developers (Android and iOS)**, tackling requirements processing, delivery responsibilities and people management.
- Developed Lead Generation feature to provide specific offers for customers from auto insurance companies (30+ million MAU, end of Q1 2022).
- Developed user's driving experience workflow, created brand new *Driving* tab to see driving statistics and promote safe driving. Technologies included Swift, UIKit, RxSwift, Uber RIBs, XCTest.

iOS Software Engineer

Nov 2018 – Dec 2019

BetterMe USA

- Most of my contributions were in the Health Coaching and Mental Health apps including building both apps from scratch using the Redux architecture. I also rewrote the entire BetterMe: Weight Loss Workouts app, transitioning it from VIPER to Redux.
- Developed a series of Fastlane scripts on Ruby to build an automated CI/CD pipeline, such as uploading new strings for localization in over 10 languages.

iOS Software Engineer

Oct 2015 – Sep 2018

CyberVision, Inc.

Project: Nuvo: applications for pregnant and doctor.

- Developer iOS applications for manufactured FDA cleared device for remote nonstress tests for pregnant to monitor real-time health indicators.
- Architected and developed a separated SDK to deal with device via Bluetooth Classic. Supported FDA and MFi device certification from engineering side.
- The application was designed to scale in mind using VIPER design pattern and BDD testing approach (Quick, Nimble).

Projects

Online Course iOS From Scratch [RU]

Feb 2021 – May 2021

Source: hamsternik/robotdreams-ios-course

Created and taught a group of 12 students. The course included 20 lectures and a final assessment that outlined the requirements to follow and suggested them for implementation. The course aimed to cover essential topics for iOS development, including Swift language fundamentals, memory management, UIKit iOS framework, concurrency (GCD) and networking basics. The goal of the course was to prepare individuals without a computer science degree or prior programming experience for a *junior iOS developer* position.

Education

Master's Degree in Computer Science

2013–2018

Igor Sikorsky Kyiv Polytechnic Institute, Biomedical Engineering Department