

NIKITA KHOMITSEVYCH

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Software engineer with over 10 years of experience developing software for Apple platforms (iOS, macOS). I occasionally step into other roles, such as full-stack engineer (React, Next.js), while maintaining my core focus on Apple ecosystems. I have served as a team lead and software architect on various mobile projects and have worked exclusively in distributed software development teams. My domain areas include FinTech, Social, Healthcare, and Health & Fitness.

Experience

Senior iOS Engineer | Lead Engineer

Dec 2023 — Oct 2025

Finite Timespace LLC

Provide hands-on engineering and technical consulting for businesses and startups, focusing on Apple platforms – iOS, macOS, watchOS, tvOS.

- Wurthy: Developed a business web app (boosting sales and enabling monthly recurring revenue) and a customer web app (flexible checkout flow for buyers). Built products using **Next.js**, **React 19**, **Tailwind**, **Postgress (Supabase)**, **Prisma ORM**.
- Loblaw Digital: Designed and delivered a **new subscription system** for in-store physical products, allowing users to manage recurring orders automatically (no need to reorder manually).
- Loblaw Digital: Championed the introduction of a **UseCase** domain layer within the iOS architecture, improving testability for the entire iOS eng team.

Founding iOS Engineer

Jan 2023 – Oct 2023

Wurthy (Profitable solutions for growing businesses)

- Built and delivered the MVP iOS app delivering a new C2C Buy-Now-Pay-Later experience. Designed architecture (MVVM+Coordinator) and managed a team of 3 iOS engineers.
- Sunset the iOS product after company pivot to B2B category, driving transition planning and team realignment.

Senior iOS Engineer

Jan 2020 – Apr 2022

Life360 Inc. (Family safety through location sharing)

- Managed a **team of 4 mobile developers (Android and iOS)**, tackling requirements processing, delivery responsibilities and people management.
- Designed and led the Lead Generation feature to provide **personalized auto insurance plans** for customers (*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 (Personalized holistic wellness solution)

- Most of my contributions were in the Health Coaching and Mental Health apps including building both apps from scratch using the Redux architecture.
- Migrate an entire 'Mental Helth' iOS application **from VIPER to Redux** architecture.

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](https://github.com/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

2017–2018

Igor Sikorsky Kyiv Polytechnic Institute, Biomedical Engineering Department