

NI KHOMITSEVYCH

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Software engineer with 8+ years of engineering (iOS, macOS, Web Frontend, Full-Stack) 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 team lead (mobile, cross-functional teams) and architect for the last 5 years.

Experience

Software Engineer (iOS, macOS, Full-Stack), Founder Dec 2023 – Present
Finite Timespace LLC

- Responsible for providing hands on engineering and consulting for businesses and startups.

Founding iOS Engineer Jan 2023 – Nov 2023
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. 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 Jan 2020 – Apr 2022
Life360 Inc.

- Worked on major product parts of the Life360 iOS application (30+ million MAU, end of Q1 2022).
- Developed Lead Generation feature to provide specific offers for customers from auto insurance companies. Managed a **team of 4 mobile developers (Android and iOS)**, tackling requirements processing, delivery responsibilities and people management.
- Developed user's driving experience workflow, created brand new *Driving* tab, 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 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.
- Developed bunch of Ruby scripts using Fastlane as a primary tool for a daily work tasks automatization.

Top-3 applications with my contribution: Health Coaching, Mental Health, Walking Workouts.

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 non-stress 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.
- Technologies included Swift, UIKit, RxSwift, VIPER, Bluetooth Classic, Unit Tests (Quick, Nimble).

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.

Projects

Online Course iOS From Scratch [RU]

Feb 2021 – May 2021

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