

Ilya Puchka

iOS developer

Berlin, Germany

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Education

2004 - 2010 — Bauman Moscow State University, Aircraft control systems engineer

2013 - [Mongo DB for developers](#), [Yet Another Conference](#) (Moscow, attendee)

2014 - [{MBLT}Dev](#) (Moscow, attendee)

2015 - [UIKonf](#) (Berlin, attendee), [WWDC](#) (San Francisco, attendee)

2016 - [UIKonf](#) (Berlin, [speaker](#)), [dotSwift](#) (Paris, attendee), constantly visiting and frequently presenting at local CocoaHeads meetups

Experience

Senior iOS developer @ [HelloFresh](#), Berlin

December'15 - current time

Originally as a member of iOS team took care of different features and areas of the app functionality, improving quality and getting rid of legacy left by several 3rd party agencies. Rewrote API client from scratch, improving its quality, stability, test coverage and architecture. Defined and pushed forward architectural changes across the whole app, i.e. moving away from massive view controllers to services oriented architecture, closer following SR principle, using value types, managing views using view models (without reactive approach though), breaking app in smaller modules (inhouse frameworks) to solve the problem of Swift build times and code isolation, took care (in pair with another developer) of Swift 3 migration, pushed integration of such tools like swiftlint and writing unit tests. After reorganizing into feature teams continued to work on one of the most important areas of the app which is customer subscriptions management, building new features from ground up in close contact with developers for all other platforms (backend, android, web), UX designers and POs.

iOS developer @ [Wire](#), Berlin

April'15 - December'15

As a member of synchronization framework team I worked on new product features like group calling, phone number registration and many others, using TDD, code review and pair programming practices. Among main technologies I worked with are Core Data, Swift, Protocol Buffers, Carthage, CI with Xcode Bots. Also I was taking part in technical interviews.

Senior iOS Developer @ [Rambler&Co](#), Moscow

May'14 - April'15

In Rambler I worked as senior iOS developer but actually I was also leading our team which started from 4 developers and grew up to 10 developers. I advocated such practices as code review, common code style among projects, developers meetups, technologies like [Typhoon framework](#), architecture design with SOLID principles. At the same time I was supporting number of applications and took the main role in developing [Afisha Restaurants](#) app.

iOS Developer @ [target@Mail.Ru](#), [Mail.RU Group](#), Moscow

September'13 - May'14

In target@Mail.Ru I worked on iOS framework for mobile in-house ads network. I developed components that used javascript and web views to render ads and separate scalable components to build native ads on top of them. Framework was successfully integrated in all major applications of Mail.RU Group.

iOS Developer, [Denivip Media](#), Moscow

March'12 - September'13

It was my first job as professional developer. Here I worked on several VOD/Live video services based on HLS and custom AVPlayers (NTV plus TV, RFPL, UEFA), with in-app purchases, push notifications, user authorization, offline access. I also worked on in-house startup project for realtime charts and drawing editor with team access for iPad.

[CoolConnections](#), Moscow

September'10 – March'12

In Coolconnections I managed all technical aspects of events held by company. Managed different cinema event's like Japanese, Brazilian, Korean, Hong-Kong film festivals in Moscow. Developed iOS application company's events main venue - 35mm cinema hall.

Projects

[HelloFresh](#)

[Wire](#)

[Afisha Restaurants](#)

As single iOS developer I worked on Afisha Restaurants iOS app. Afisha is the leading internet and offline media resource about lifestyle (restaurants, cinema, theatre, museums, travelling), music and everything else happening in Moscow and other cities of Russia. Afisha Restaurants app is a mobile guide of best Moscow restaurants powered by Afisha restaurants data base, users and professional editors reviews. With backend developers I took part in defining service API. Also I've developed flexible app architecture that can be extended and customized to build new apps on top of it.

[NTV plus TV](#), [RFPL](#), [UEFA Champions League](#), [UEFA Europa League](#)

These projects involved a lot of work with networking, CoreData, AVFoundation, custom UI elements, in-app purchases.

Home projects

Actively contributing to [Dip](#), Swift DI container, [Sourcery](#) and few other OSS projects, like [Eureka](#).

Write to my personal [tech blog](#) sharing my experience and findings with a community.

[35mm cinema hall app](#)

The first app that I've built, unfortunately not in the AppStore any more.

Skills

- Cocoa Touch (Foundation, UIKit, CoreGraphics, CoreAnimation, CoreData, Networking, AVFoundation, GCD, Objective-C Runtime)
- Swift, Objective-C
- Xcode Bots
- Git, CocoaPods, Carthage
- SOLID, design patterns
- 3rd party libraries: Typhoon, AFNetworking, Alamofire, EasyMapping, Protocol Buffers, Eureka, etc.

Languages

- Russian - native
- English - fluent speaking, reading/writing technical documentation