General information

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About Me: www.tryimpulse.me

Hard Skills

Languages	Swift, Objective-C, Python
Architectures	MVC, VIPER, Unidirectional architecture, Design System
Frameworks	Foundation, UIKit, SwiftUI
Database	Realm, Firebase , Core Data
English	Intermediate
Project management methodologies	Agile, Scrum
Dependencies managers	Cocoapods, Swift Package Manager, Carthage
Continuous Integration/Delivery	Fastlane, Travis
Others	FFmpeg, HDWallet, Ethereum, Bitcoin, GCD/OperationQueue

Education

Qualification	Field of Study
Uzhhorod National University Bachelor Degree 2014-2018	Computer engineering with qualification Specialist in Information Technology
Lvivska Politekhnika Bachelor Degree (Unfinished) 2012-2014	Computer science

Work History

Company & Position	Responsibilities
Essentia, Senior iOS Developer 06.18-07.19	— Design and build advanced decentralized applications for the iOS platform; — Creating and modify projects architectures; — Implementing CI/CD; — Technical interview for new employees; — Collaborate with cross-functional teams to define, design, and ship new features; — Unit-test code for robustness, including edge cases, usability, and general reliability; — Work on bug fixing and improving application performance; — Continuously discover, evaluate, and implement new technologies to maximize development efficiency.
Ronte.io, Senior iOS Developer 11.17-06.18	— Deliver scalable, robust, and simple software solutions to solve complex business problems; — Implement new features and optimize existing ones to deliver maximum performance; — Resolve high priority defects; — Participate in design, development, code review, testing and deployment activities — Collaborate and communicate with team members, project managers; — Keep abreast of new relevant technologies providing recommendations for product and process improvements.
PettersonApps, Middle iOS Developer 02.17-01.18	— Design and build advanced applications for the iOS platform; — Collaborate with the team to define, design, and ship new features; — Work with outside data sources and APIs; — Work on bug fixing and improving application performance; — Continuously discover, evaluate, and implement new technologies to maximize development efficiency; — Working closely with team members, including product managers, designers, architects, and other developers to quickly diagnose and resolve problems.
Boost Solutions, iOS Developer 04.16-01.17	— Design and build applications for the iOS platform; — Ensure the performance, quality, and responsiveness of applications; — Collaborate with a team to define, design, and ship new features; — Identify and correct bottlenecks and fix bugs; — Help maintain code quality, organization, and automatization.