General information

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About Me: www.tryimpulse.me

Hard Skills

Languages	Swift, Objective-C, Python
Architectures	MVC, VIPER, Data Driven, Design Systems
Frameworks	Foundation, UIKit, SwiftUI
Database	Realm, Firebase , Core Data
Dependencies managers	Cocoapods, Swift Package Manager, Carthage
Continuous Integration/Delivery	Fastlane, Travis
Others	FFmpeg, HDWallet, Ethereum, Bitcoin, GCD/OperationQueue

Soft skills

English	Intermediate
Project management methodologies	Agile, Scrum

Projects

Essentia	Decentralized crypto wallet for Bitcoin, Ethereum, Litecoin, Bitcoin Cash, Dash and ERC-20 tokens.
Monobank	Mobile bank for Germany area with possibility using any credit card of any Germany bank.
Vulcam	Apps for creating video with time stop effect.
Call The Builders	App for request a builders for small jobs

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 06.18-08.19	— 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;
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;
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.