

	<p style="text-align: center;">General information</p> <p>Name: Pavlo Boiko Phone number: +38(063)-360-41-05 Email: pavlo.bojkoo@gmail.com Address: Ukraine, Uzhhorod Telegram: @nothingimpl Skype: pavlo-dx Linkedin: https://ua.linkedin.com/in/impulse-ios Github: https://github.com/impul About Me: www.tryimpulse.me</p>
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Hard Skills

Languages	Swift, Objective-C
Architectures	MVC, VIPER, Unidirectional architecture, Design System
Database	Realm, Firebase , Core Data
Repository	GIT
IDE	xCode, AppCode
English	Intermediate
Project management methodologies	Agile, Scrum
Dependencies managers	Cocoapods, Swift Package Manager, Carthage
Continuous Integration/Delivery	Fastlane, Travis
Frameworks/SDK	AdMobs, CoreLocation, CoreMotion,
Others	FFmpeg, HDWallet, Ethereum, Bitcoin

Education

Qualification	Field of Study
Bachelor Degree	Computer engineering with qualification Specialist in Information Technology

Work History

Company & Position	Responsibilities
Essentia, Senior iOS Developer 06.18-07.19	<ul style="list-style-type: none">— 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	<ul style="list-style-type: none">— 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	<ul style="list-style-type: none">— 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	<ul style="list-style-type: none">— 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.