Kirill Gorbachyonok
iOS Engineer

[GitHub](#)
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ℹ️ ABOUT ME

I'm a developer and kind of designer. Love to learn new stuff in programming and optimizing my life with that knowledge. Specializing in iOS and macOS development. My goal is to become a brilliant specialist in software engineering and make someone's life a little bit easier with the help of the software I make. Also love to pet my imaginary cat.

🎓 EDUCATION

Belarusian State University of Informatics and Radioelectronics (BSIUR)

2017 — 2021

Bachelor degree in Computer Science.

🌍 LANGUAGES

English: Upper Intermediate
Russian: Native speaker
Belarusian: Native speaker

👨‍💻 EXPERIENCE

● **EduDo** ∗ September 2020 — …

   About: Mobile learning platform with short user-

generated interactive videos. Won the **[Mobile App of the Year 2020 award on Product Hunt](#)**.

Role: One of the core engineers of iOS application. Me and my colleague developed application from scratch to production ready state for 3 months. Configured a CI/CD system for iOS app.

- **Self education in development for Apple platforms** * December 2019 – August 2020

- **iOS trainee in iTechArt** * October 2019 – November 2019

- **Enter as first year student in BSUIR** * September 2017

⭐ SKILLS

I'm in love with open source community and try to contribute back by developing applications and utilities. All my work you can find in **[my GitHub profile](#)**. Here a list of projects that I'm most proud of:

- **[PerfectMatch](#)** * macOS, Swift

  Beautiful tool to diff files and texts efficiently.

- **[TaskManager](#)** * macOS, Swift

  View OS running processes and plots of how system resources are managed. Implemented in SwiftUI.

- **[DEKit](#)** * macOS/Linux, Swift

  Directory Events Kit is a library design to simply notify when something happens in directory.

- **[UDPChat](#)** * macOS, Swift

  CLI chat based on UDP sockets.