

# Konrad Leszczyński

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## Profile

Senior iOS Developer

CV for humans: [https://konrri2.github.io/Konrad\\_Leszczynski\\_CV.pdf](https://konrri2.github.io/Konrad_Leszczynski_CV.pdf)

Highly skilled Senior iOS Developer with a strong background in Swift, SwiftUI, and UIKit. Experienced in implementing new technologies, and optimizing app performance. Holds a Master's degree in Computing Science and has extensive experience in developing mobile applications for various industries including medical, R&D, security and commercial applications.

Author of scientific articles on trust and reputation in e-commerce  
[https://konrri2.github.io/Scientific\\_papers.pdf](https://konrri2.github.io/Scientific_papers.pdf)

## Work Experience

**Team Lead of iOS Team** *Escolasoft* 2025

Project for a major Polish company (NDA forbids telling which one). TCA architecture

**Senior iOS Developer** *myWorld* 2022 - 2025

MyWorld is big scalable ecommerce corporation.

An international e-commerce app with loyalty programs, cashback deals, coupons, vouchers, etc.

We also develop a secondary: Lyconet - an app for merchants and marketers. Lyconet app is also used by thousands of users daily.

**Indie Game Developer** *Hexagonal Chess* 2023 - 2024

My personal fun project. Chess but in six directions with a simple AI bot.

**Senior iOS Developer** *Blick.ch (RingierAG)* 2021 - 2022

Blick is a daily newspaper and news portal. Our task was to rewrite and redesign mobile apps from scratch using newest technologies. Also, using Modular Approach, we have created a additional version of the app for French-speaking regions.

**iOS Engineer** *Roche* 2020 - 2021

Roche is a multinational healthcare company. I have participate in two projects: mySugr - Software As A Medical Device. A huge app for diabetics.

CopyCatFinder - internal project where I was the team leader.

**iOS Engineer** *FIBARO* 2020 - 2020

Smart home solutions. New App with RxSwift and Coordinators

**System Developer** *EUROfusion IT-Group* 2019 - 2020

IT infrastructure scientists building fusion reactors to address the energy crisis and global warming.

Responsibility: Authentication and Authorization Infrastructure

Configuration of Single sign-on (SSO), VPN, Docker

## **Mobile Developer** Poznan Supercomputing and Networking Center

2013 - 2019

Poznan Supercomputing and Networking Center is a leading research and development center in Poland, part of **Polish Academy of Science**.

I have done many project for government institutions e.g.:

ePodręczniki - electronic school books for Ministry of National Education

SymbloTe - symbiosis of smart objects across IoT environments (where I also was a mentor on Hackaton)

Conference4me - mobile conference assistant

## **Junior C# .NET Developer** PSNC

2008 - 2013

Multiple projects:

iTVP - internet/interactive TV (for TVP, Polish Television)

Platon - Development of IT infrastructure for science

NetRadio - Research project for Polish Radio

Cop14 - The United Nations Climate Change Conference

## **Junior System Admin** PSNC

Part-time job as a student

Network protocols, VPN, monitoring, OAuth 2,

## Education

### **Master's engineer's degree in Computing Science**

2003 - 2008

POZNAN UNIVERSITY OF TECHNOLOGY

M.Sc. Computer Science

Open Ph.D. Thesis "Trust and Reputation management in the Internet and e-commerce"

List of **Published scientific papers**: [https://konrri2.github.io/Scientific\\_papers.pdf](https://konrri2.github.io/Scientific_papers.pdf)

## Projects

### **Hexagonal Chess**

Indie Game Developer

Custom AI bot

### **Neste**

Payment system for car refuelling and EV charging

### **Lyconet**

App for marketers and merchants

### **Blick fr**

News portal

### **mySugr**

Software as a Medical Device

### **Smart-home project**

Heating Optimization System.

Server in Python on Raspberry Pi

Client iOS swift, MVVM and RxSwift

### **IoT SymbloTe**

R&D project implemented in a pan-European consortium

### **Conference4me**

iOS (swift) and WindowsPhone version

## Skills

**Lots of experience:** iOS, Swift, SwiftUI, UIKit, Combine, JSON, REST API, RxSwift, SQL, Storyboards, XIB  
**Fair knowledge:** GraphQL, Objective-C, SpriteKit, Android, Kotlin Multiplatform, SQLite, C# .NET  
**Architecture:** MVC, MVP, MVVM, MVVM+C, TCA  
**Tools:** Xcode, Instruments, VS Code, GitHub, Bitbucket, GitLab, Jira, Confluence, Figma, Azure DevOps, Fastlane, Postman, Proxyman, GIT, TestFlight, App Store Connect, Firebase, CocoaPods, SPM, GitHub Copilot (and other AI Coding Assistants), SwiftGen, XcodeGen, SwiftLint, XCTest  
**Experience with frameworks and libraries:** Alamofire, IGListKit, Sourcery, Factory (Dependency Injection),  
**Techniques:** Data Structures and Algorithms, CI/CD, GCD, Structured Concurrency, Swift Concurrency (), Reactive programming, OOP, Protocol-Oriented Programming, Big-O analysis (time and memory complexity), Scrum, Kanban, Agile, GitFlow  
**Soft skills:** focused, problem-solving, work autonomously, responsibility, ownership, TDD, BDD, deep understanding of ARC

### Certificate

iOS Machine Learning with Core ML2 and Swift5 [↗](#)  
Machine Learning and Artificial Intelligence Using Swift [↗](#)  
Complete iOS Machine Learning Masterclass [↗](#)  
Artificial Intelligence for Simple Games [↗](#)  
Combine the power of Agentic AI, Generative AI, Reinforcement Learning to create powerful AI for Real-World applications [↗](#)  
Professional macOS Programming [↗](#)  
Learn OAuth 2.0 - Get started as an API Security Expert [↗](#)  
SwiftUI - Declarative Interfaces for any Apple Device [↗](#)  
The Complete Guide to Combine Framework in iOS Using Swift [↗](#)  
Mastering RxSwift in iOS [↗](#)  
How to evolve a legacy iOS Application written in Swift [↗](#)  
MVVM Design Pattern in iOS Using SwiftUI [↗](#)  
RxSwift & RxCocoa with X Code 10 & Swift 4.2 [↗](#)  
Testing iOS Apps - Behavior Driven Development Using Swift [↗](#)  
Unit Testing Swift Mobile App [↗](#)  
The Swift Arcade Professional iOS Development Course - UIKit [↗](#)  
GraphQL with iOS and SwiftUI: The Complete Developers Guide [↗](#)  
Kotlin Multiplatform Masterclass - KMP, KMM - Android, iOS [↗](#)  
Unity C# Mobile Game Development: Make 3 Games From Scratch [↗](#)

### Language

• <b>English</b> (C1) Strong written and verbal communication skills. Many scientific papers published (see <a href="https://konrri2.github.io/Scientific_papers.pdf">https://konrri2.github.io/Scientific_papers.pdf</a> )	• <b>Polish</b> (Native)	• <b>German</b> (A2) Basic understanding.
• <b>Spanish</b> (A1) A year with Duolingo		

### Hobbies And Achievements

**MANLY ACHIEVEMENTS:**  
Have a son (+ daughter), build a house, implement a binary tree - all done  
**HOBBIES:**  
Triathlon - I like a little challenge from time to time  
Books - especially audiobooks while running  
LEGO bricks

