Konrad Leszczyński

konrri@gmail.com

+48 888 370 136

Poznań, Poland

in konrad-leszczynski-a856002

konrri2

Profile

Senior iOS Developer

CV for humans: 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.

Work Experience

Senior iOS Developer myWorld

2022 - Present

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.

Senior iOS Developer Neste

2024

Neste is a Finnish chain of petrol stations. The app enables fast and secure payments and provides users with additional promotional offers.

Indie Game Developer Hexagonal Chess

2023

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

Smart home solutions. New App with RxSwift and Coordinators

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

Projects

Hexagonal Chess [2]



Indie Game Developer

Custom Al bot





Payment system for car refuelling and EV charging

Lyconet [7]



App for marketers and merchants

Blick fr [4]



News portal

mySugr [7]

Software as a Medical Device

Smart-home project <a>C

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 [4]

iOS (swift) and WindowsPhone version

Skills

Lots of experience: iOS, Swift, SwiftUI, UIKit, Combine, JSON, REST API, RxSwift, SQL

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, 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) **Soft skills:** focused, problem-solving, work autonomously, responsibility, ownership, TDD, BDD

Certificate

iOS Machine Learning with Core ML2 and Swift5

Machine Learning and Artificial Intelligence Using Swift Complete iOS Machine Learning Masterclass Chartificial Intelligence for Simple Games Chartification Intelligence I

The Swift Arcade Professional iOS Development Course - UlKit [2]

GraphQL with iOS and SwiftUI: The Complete Developers Guide [7]

Unity C# Mobile Game Development: Make 3 Games From Scratch

Kotlin Multiplatform Masterclass - KMP, KMM - Android, iOS [7]

Language

- Polish (Native)
- English (C1)
- German (A2)
- Strong written and verbal communication skills. Many scientific papers published.
- Basic understanding.

• Spanish (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