

Konrad Leszczyński

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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.

Work Experience

Senior iOS Developer *MyWorld* 2022 - Present

MyWorld is an international app with Loyalty Programs, Cashback Points, Coupons. And secondary Lyconet app for merchants and marketers. Both apps are 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

Mobile Developer *Poznan Supercomputing and Networking Center* 2013 - 2019

Poznan Supercomputing and Networking Center is a R&D center, 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);

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

Education

Master's engineer's degree in Computing Science

2003 - 2008

POZNAN UNIVERSITY OF TECHNOLOGY

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 poertal

mySugr [↗](#)

Software as a Medical Device

Smart-home project [↗](#)

Heating Optimization System

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 APIs

Fair knowledge: GraphQL, Objective-C, RxSwift, SpriteKit, Android, Kotlin Multiplatform, SQLite, C# .NET

Architecture: MVC, MVP, MVVM, MVVM+C, TCA

Data Structures and Algorithms,

Tools: Xcode, VS Code, VIM, jira, figma, Azure DevOps, Fastlane, Postman, Proxyman, GIT, TestFlight, App Store Connect, Firebase, CocoaPods, SPM, GitHub Copilot (and other AI Coding Assistants)

Language

• Polish (Native)

• English (C1)

• German (A2)

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