

Konrad Leszczyński

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 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.

Author of scientific articles on trust and reputation in e-commerce
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

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, Proxymen, 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

• English (C1)

Strong written and verbal communication skills. Many scientific papers published (see https://konrri2.github.io/Scientific_papers.pdf)

• 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

