# Sergey Lukaschuk

In 2020 I started a new career in iOS development. I write code every day.

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## About me

As a life long learner, I am always looking to learn new things. I love to develop native iOS and macOS apps with Swift using UIKit programmatically or with storyboards. Now with SwiftUI, there are great possibilities to develop apps cross-platform for macOS, iPadOS, tvOS and watchOS using a shared codebase. It is exciting.

## Projects and Experience

### WEATHER - HOME PROJECT

An application for iOS that shows the weather, supports geolocation, there is a choice of cities. Asynchronous display of data on one screen. Application uses interactive Lottie Animations lottiefiles.com. Application uses open API. I used SwiftUI, MVVM, View Composition, Lottie Animation, Swift Package Manager, Observable and Observed Objects, Generic Network API.
https://github.com/lgreydev/WeatherSwiftUI

### MEMORIZE - HOME PROJECT

The card game, I developed on the Stanford University CS193p course (iOS App Development Using SwiftUI) . I used SwiftUI, Grid and Layout, Animating, MVVM.
https://github.com/lgreydev/Memorize

### CONCENTRATION - HOME PROJECT

Card game for matching cards. The application is developed based on the course CS193P Fall 2017. I used Swift, UIKit, MVC, Auto Layout.
https://github.com/lgreydev/Concentration

## Education

01/2020 - 04/2020 - The Swift Programming Language Apple
04/2020 - 09/2020 - Alex Skutarenko, Swift
10/2020 - 02/2021 - Stanford CS 193P Fall 2020 SwiftUI
03/2021 -             Stanford CS 193P Fall 2017 UIKit

## Skills

Swift, UIKit, SwiftUI, Autolayout, MVC, MVVM, iOS SDK, Git.