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

SHOP LIST (2021)

The app uses Firebase, saves data, real-time sync, authentication, user online status. When a user adds items to the list, they instantly appear on everyone's devices. https://github.com/lgreydev/ShopList

WEATHER - HOME PROJECT (2020)

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.

https://github.com/lgreydev/WeatherSwiftUI

MEMORIZE - HOME PROJECT (2020)

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 (2020)

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, iOS SDK, Firebase, API (JSON), MVC, MVVM, OOP, Git;