Vivienne Fosh

Staff iOS Engineer (Swift / ObjC / SwiftUI / UIKit / C++)

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SKILLS

SwiftUI
■■■■■■
Combine, Coordinators, Stateful MVVM, Introspection

ObjC
■■■■■■■■
ReactiveCocoa, FRP, GCD, CoreData, GPUImage

UIKit
■■■■■■■■
CoreGraphics, CoreMotion, CoreAnimation, Autolayout, Texture, Preheating

Firebase
■■■■■■■■
realtime-db, notifications, 0Auth, sockets

SQL / NoSQL
■■■■■■□□
mariadb, sqlite, CoreData, Realm, GraphQL, CoreStore

RxSwift
■■■■■■■■
RxDataSources, RxCocoa, RxCocoaExtensions

CocoaPods / SwiftPM / Carthage
■■■■■■■■
xcFrameworks, build-time optimizations

Cryptography
■■■■■■□□
zkn, CryptoSwift, secure coding

C++
■■■□□□□□
smart contracts, zkn, performance optimizations

SpriteKit / GameKit
■■■■■■□□
game-center, p2p multiplayer matches, matchmaking

Java/Kotlin
■■■■■□□□
android, jetpack compose

Android
■■■■■□□□
jetpack-compose, Camera2, Google Vision, LiveData, Layouts, coroutines

Hackintosh
■■■■■■■■
kexts, system-setup, clover, open-core

ARCHITECTURES

View-State MVVM	ELM
Composable	Clean
MVP / MVC	Redux

LANGUAGES

English	**Ukrainian**
Native / Bilingual	Native / Bilingual

WORK EXPERIENCE

CyberVisionTech   (07/2022 - Present)
Staff iOS Engineer

Developing the SwiftUI app for medical Bluetooth devices in the USA. Refactored the existing architecture to coordinator powered Stateful MVVM supporting objc-based ViewControllers. Mentoring iOS teams, performing code-reviews, interviewing new team members and making decisions on tech-debt elimination.

🔗 https://www.cybervisiontech.com/

NDA Project   (10/2021 - 06/2022)
Staff iOS Engineer

Developed the SwiftUI fantasy-sports app for sports fans in USA. Built an unidirectional State-Driven MVVM architecture with navigation based on SwiftUI NavigationView Coordinators. Implemented high-performant video-feed and dynamic UI supporting theming, lightweight AppState, AVFoundation, encryption and NFC-related work.

Shopmonkey   (10/2019 - 09/2021)
Staff iOS Engineer

Developed the SwiftUI application for the best auto-shop management software in the US and Canada. Built MVVM+Redux architecture, complex SwiftUI Navigation based on Routers and tons of custom UIKit-based components. Performed team/tech leading, code reviews and product ownership. We have reached series B and C with excellent b2b client feedback.

🔗 https://www.shopmonkey.io/solutions/mobile-app-overview

NDA Project   (04/2018 - 01/2019)
Lead Decentralized iOS Developer

As a decentralized app tech lead I've built smart contracts and lead the research for data commerce protocol on-chain. Conducted a whitepaper, performing research on offline data collection and acquisition, blockchain consensus protocols and crypto economy. Implemented CoreML-based and EOSIO-powered MVP for mobile and smart contracts in C++

Ciklum   (02/2014 - 01/2015)
Lead iOS Engineer

Led multiple teams of iOS & Android developers, worked on enterprise retail, medicine, security and personal data protection projects. Participated in the hiring process. Mentored developers and organized public meetups. Set up continuous integration for mobile apps. Designed and implemented core libraries, tools and coding style. Organized transition from Objc to Swift 2/3. Provided code quality through code reviews & automated tests

🔗 https://www.ciklum.com/

Basket   (02/2014 - 04/2018)
Lead iOS Developer

Lead the team of 8 mobile devs. I've leveraged the latest at time Apple tech stack including: CoreML, Swift 4, RXSwift, Core Data and CryptoSwift. Re-written the whole legacy objc codebase into Swift 1 -> Swift 2 -> Swift 3. Created complex user flows and solutions for data contribution in retail stores. Maintained scrum-like process management. Ported the whole project from coded layout to Storyboards. Implemented GoogleAPIs, integrated the Uber SDK beta in an exclusive partnership, used CoreLocation and Maps, server-driven UI.

🔗 https://apps.apple.com/us/app/basket-grocery-shopping/id1060139875

Mamba   (01/2012 - 01/2013)
Senior iOS Developer

Designed and coded new app architecture that resulted in a 99% crash free rate for >10m installs, achieved by paying attention to system resources and memory constraints. Upgraded the whole project to ARC. Re-created the whole network layer for better requests handling. Implemented a ServerDriven UI solution that allowed dynamic building of client screens from the backend. Implemented image caching, increased performance of photo collections to 60fps with async layouts.

🔗 https://apps.apple.com/us/app/mamba-dating-meet-new-people/id326839545

SoftTechnics   (04/2011 - 10/2011)
iOS/Android Developer

Led the team of 5 mobile engineers, quickly implemented features including localization, reflexion apis, profound animations for both Android and iOS apps. Performed refactoring, received and contributed to code reviews to improve the codebase. Fixed CoreData errors and migrated db schemas. Integrated Youtube APIs and continuously conducted estimations for incoming features.

🔗 https://twitter.com/softtechnics?lang=en

Intersog   (08/2010 - 04/2011)
Mobile Developer

Developed Android, iOS and WindowsPhone projects using GoogleMaps, GoogleAPIs, and Bluetooth. Worked with Core Data, Local and Remote Notifications. Worked on ads SDKs and profound analytics integration.

🔗 https://intersog.com/

Hostopia   (02/2009 - 10/2010)
Java Developer

Developed social network backend components using JavaEE, Spring 2.5, Hybernate 3, Java6, Tomcat, Autotests

🔗 https://www.hostopia.com/

EDUCATION

Admiral Makarov National University of Shipbuilding   (09/2006 - 07/2011)
Master, Software Engineering

🔗 https://www.nuos-international.com.ua/

OSUM Java Development, Stanford CS193P