Vivienne Fosh

Lead Mobile Engineer (Swift / ObjC / SwiftUI / UIKit / Kotlin / KMM / KMP / Compose)

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EXPERTESE

ObjC / Swift
▰▰▰▰▰▰▰▱
RxSwift + Extensions, Functional-Reactive style, GCD, CoreData, Structured Concurrency, Combine

SwiftUI
▰▰▰▰▰▰▰▱
Coordinators / Navigation, Stateful MVVM, Introspection, Animations & Transitions

UIKit
▰▰▰▰▰▰▰▱
Constraints, Performance Optimization, Coordinators & Nav

Jetpack Compose
▰▰▰▰▰▰▱▱
animations, navigation, performance optimization

Firease / GCP
▰▰▰▰▰▰▱▱
realtime-db, notifications, 0Auth, sockets

Java/Kotlin
▰▰▰▰▰▰▱▱
android, ktor, kotlin-native, backend development, REST APIs , socket servers

Android
▰▰▰▰▰▱▱▱
jetpack-compose, ML, LiveData / Flows, Layouts, Coroutines

SQL / NoSQL
▰▰▰▰▰▰▱▱
mariadb, sqlite, CoreData, Realm, GraphQL, CoreStore

Kotlin Multiplatform
▰▰▰▰▰▰▱▱
kotlin-native, ktor

RxSwift
▰▰▰▰▰▰▰▱
RxDataSources, RxCocoa, RxCocoaExtensions

CocoaPods / SwiftPM / CI / CD
▰▰▰▰▰▰▱▱
xcFrameworks, build-time optimizations

Compose Multiplatform
▰▰▰▰▰▱▱▱
KMM for iOS & Android, Compose for Desktop

Cryptography
▰▰▰▰▰▱▱▱
zero-knowledge, CryptoSwift, secure coding, secure messaging

C/C++
▰▰▰▰▱▱▱▱
smart contracts, zkn, performance optimizations, std

GameDev (SpriteKit / GameKit / ReplayKit etc)
▰▰▰▰▰▱▱▱
game-center, p2p multiplayer matches, matchmaking

Hackintosh
▰▰▰▰▰▰▱▱
kexts, system-setup, clover, open-core

Backend Development
▰▰▰▰▰▱▱▱
sockets, REST, load-balancing, Kotlin/Java/Node/Swift for BE

ARCHITECTURES

View-State MVVM   **ELM**

Composable   **Clean**

Redux

LANGUAGES

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

WORK EXPERIENCE

STAKES
(02/2023 - Present)
Staff iOS Engineer
Fully refactored a bloated clean-architecture-based UIKit solution and ported it to SwiftUI modularized architecture with Core, Networking, Navigation, Flow Presentation, and Feature(s) modules.
🔗 https://playwithstakes.com/

CyberVisionTech
(07/2022 - 02/2023)
Multiplatform Mobile Engineer
SwiftUI app for IOT medical Bluetooth devices. Refactored the existing architecture to coordinator-powered Stateful MVVM supporting objc-based ViewControllers and legacy code working alongside the fresh one. Mentored iOS teams, performing code reviews, interviewed new team members, and made decisions on tech-debt elimination, introduced KMM to share network layer and common C/C++ code for device handling
🔗 https://www.cybervisiontech.com/

Contract Work
(10/2021 - 06/2022)
Multiplatform Mobile Developer
Big refactoring project from legacy uiKit clean architecture to a unidirectional State-Driven SwiftUI MVVM architecture with navigation based on SwiftUI NavigationView, Coordinators. Implemented high-performant video feed and dynamic server-driven UI. Used Kotlin Multiplatform to share code for Android MVP.

Shopmonkey
(10/2019 - 09/2021)
Head of Mobile
Led SwiftUI application for car shop management system, built MVVM+Redux architecture, complex SwiftUI Navigation based on Routers, and tons of custom UIKit-based components to compensate for swiftUI early days. Performed tech leading, code reviews, and hands-on coding and built UDF architecture and a redux-styled response parser that could handle any arbitrary response from the JS server using lossless string convertibles and a unique decoding system.
🔗 https://www.shopmonkey.io/solutions/mobile-app-overview

Basket Savings
(04/2018 - 01/2019)
Lead Decentralized Apps Developer
Built smart contracts and lead the research for data commerce protocol on-chain. Conducted a whitepaper, performed research on offline data collection and acquisition, blockchain consensus protocols, and created a crypto economy run on incentivization strategies. Implemented CoreML-based and EOSIO-powered MVP for mobile and smart contracts in C++
🔗 https://basketsavings.com/

Basket Savings
(02/2014 - 04/2018)
Lead iOS Developer
Worked on the development of a mobile app designed to save users up to 40% on grocery expenses, leading to a feature on Fox News. Contributed to the creation of a system allowing users to add to a community-driven price database, guiding the start-up through pre-seed, series A, and B funding rounds. Lead a 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, 2, 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 & Segues. 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

Ciklum
(02/2014 - 01/2015)
Lead Mobile Engineer
Led a hybrid team of iOS/Android native devs and worked on enterprise retail, medicine, security, and personal data protection projects. Participated in the hiring process. Mentored developers and organized public meetups. Set up CI/CD for mobile apps. Designed and implemented core libraries, tools, and coding style. Organized transition from Objc to Swift 2/3.
🔗 https://www.ciklum.com/

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
Hands-on development of features for both iOS and Android, including but not limited to reflection APIs, complex animations, and refactoring. Lots of CoreData work, managing multiple contexts, manual memory management, and migrations for DB schemas. Fixed and refactored the network and repository layer of the app that worked with the media player, implemented Youtube APIs, and coded many custom components for iOS.
🔗 https://twitter.com/softtechnics?lang=en

Intersog
(08/2010 - 04/2011)
Mobile Developer
Developed Android 1.6., 1.7, 1.8, and iOS 4. Multiple games and apps had to be ported from absolute to relative layout, and updated to support multiple resolutions. These days android devs would be either doing that or anxiously implementing iOS designs dreaming of the days when they would have their own design system :D On iOS I was involved in multiple projects leveraging GoogleMaps, GoogleAPIs, Bluetooth, CoreData, and Local / Remote Notifications
🔗 https://intersog.com/

Hostopia
(02/2009 - 10/2010)
JavaEE / Android Developer
Developed backend components using JavaEE, Spring2.5, Hybernate3, Java, Tomcat, and JUnit. Multiple games and apps for Android 1.5, 1.6.
🔗 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