



Vivienne Fosh

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SKILLS

ObjC / Swift
ReactiveCocoa/
RxSwift, Functional-
Reactive programming,
GCD, CoreData,
Structured
Concurrency, Combine

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

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

Jetpack Compose
animations,
navigation,
performance
optimization

Firestore / GCP
realtime-db,
notifications, OAuth,
sockets

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

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

SQL / NoSQL
mariadb, sqlite,
CoreData, Realm,
GraphQL, CoreData

Kotlin Multiplatform
kotlin-native, ktor

RxSwift
RxDataSources,
RxCocoa,
RxCocoaExtensions

**CocoaPods / SwiftPM /
Carthage**
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

ARCHITECTURES

View- State MVVM ELM

Composable Clean e

Redux

LANGUAGES

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

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

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 - Present)

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/>

LiquidSports

(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