

Maksim Khozyashev | Senior iOS Developer

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Portfolio: www.github.com/m-khozyashev

Summary

- **8+ years** of iOS programming experience with **Swift** (and legacy Objective-C)
- Expert in functional reactive programming and declarative style of UI implementation
- Expert in development of complex UI and animations, background app execution, profiling, optimisation, troubleshooting
- Skilled in writing **auto tests** (Unit, Integration, E2E, UI)
- Experienced in popular app architectures (**MVC, MVP, MVVM, VIPER**)
- Key contributor to a music streaming service with **50M+ downloads**
- Worked in companies of 3 to 500+ employees, on-site and **remotely**, ensuring quality and **timely delivery** through effective **team collaboration**, has proven ability to **learn and share** new tools and technologies

Skills

- **iOS:** UIKit, SwiftUI, RxSwift/RxCocoa, Combine, GCD, Operation, XCTest/XCTest, AVFoundation, CoreGraphics, CoreAnimation, CoreData, Realm, CoreLocation, CoreMotion, Metal, PushKit
- **Other:** Fastlane, GitLab CI, CocoaPods, SPM, SwiftLint, Tuist, TeamCity, Git

Experience

iOS Software Engineer | Moi Sound | Aug 2023 - now | Remote

Music streaming service, 500+ employees, 50M+ downloads, top 4 Music & Audio in AppStore

- Increased unit test number from **863** to **951**, nearly eliminating regression bugs (**0 average**) and raising crash-free rate from **93%** to **99.7%**.
- On-call engineer responsible for quick reaction (less than **4** hours) to critical bugs
- Collaborated with other teams to make UI elements consistent across the entire app since I was tired of inconsistency
- Code owner of **3** app modules (core feature, user profile, user settings)
- Improved onboarding process to simplify new members adaptation

Stack: UIKit, RxSwift, Realm, MVVM, XCTest/XCTest, AVFoundation, CoreAnimation, CoreGraphics, GraphQL

iOS Software Engineer | Interactive Standard | May 2022 - Aug 2023 | Remote

Instant exchange and creation of video stories with CV and ML processing, a startup of 20, including 8 iOS engineers

- Created new onboarding screens for the app with SwiftUI and Metal frameworks, improving short-term user retention by **30%**
- Automated localization process with a script in Swift, making the process **10 times faster**
- Collaborated with designers to refine screens, ensuring pixel perfect UI and frame perfect animations

Stack: SwiftUI/UIKit, Combine/RxSwift, CoreData, MVP/MVVM, XCTest/XCTest, AVFoundation, CoreGraphics, Metal

iOS Software Engineer | Find My Kids | Aug 2019 - May 2022 | Remote

Children safety platform, 100+ employees, 45M+ downloads, 3.5M MAU, localized to 45+ languages, revenue from 150+ countries

- Reimplemented critical geolocation functionality in less than 1 month, using CoreLocation, CoreMotion, PushKit
- Developed and supervised the process of code migration from Objective-C to Swift using automation tools and unit tests, making it fast and bug free

- Interacted with Apple Review team to unban the app in App Store, found out the problem and made all necessary changes in less than a week
- Led a team of 3 iOS developers

Stack: UIKit, CoreData, VIPER, XCTest/XCUITest, CoreLocation, CoreMotion, VOIP, SnapKit

iOS Software Engineer | SquareGPS | Jul 2018 - Aug 2019 | On-site

Location-based IoT solution serving 6170 companies in 134 countries, 200+ employees

iOS Developer | SKB Lab | Jul 2017 - Jul 2018 | On-site

Leading banking app for entrepreneurs, 200+ employees, revenue ~7M \$

iOS Developer | Intechno | Dec 2016 - Jul 2017 | On-site

A dynamic startup of five, specialising in developing B2B / B2C solutions

Education:

2009: Ural Technical University, Master's degree, Engineer