

ANTON NAZAROV

iOS developer, **8+ years** experience

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ABOUT

iOS developer with **8 years** of commercial experience, working in teams ranging from 2 to 40 members, both remotely and on-site. Have 2 years of **team-leading** experience. Built full cycle of development: from gathering product owner requirements to establishing fully automated release process with high test coverage, detailed analytics and CI/CD. Expert in functional reactive programming and declarative UI implementation, had multiple contributions to RxSwift and TCA.

In addition to core iOS knowledge, implemented multiple features involving low-level graphics and machine learning. Passionate about the evolution of Apple's ML/AI features and stay up-to-date with these topics. My hobby is building a personal brand by teaching iOS courses at my university (2+ years), presenting tech talks at conferences and publishing articles on a [blog](#).

SKILLS

iOS: Swift, Objective-C, SwiftUI, UIKit, Combine, RxSwift/RxCocoa, Realm, CoreData, Alamofire, MVVM, MVI, TCA, Moya, ARKit, SceneKit, Metal, MPS, Vision, CoreML, XCTest, Quick, Nimble, AVFoundation, CoreAnimation, CoreGraphics

Other: C++17, Fastlane, CocoaPods, SPM, SwiftLint, Sourcery, TeamCity, Git, web3

EXPERIENCE

AUTODESK: 04/2022 - PRESENT, 2+ YEARS

- Served as an on-call engineer, reducing the average response time for all customer-reported bugs to **under 4 hours**
- Increased the number of unit tests from **3,688** to **4,104** to reduce the number of customer-reported bugs (I was really tired of dealing with them)
- Increased crash-free users rate from **87.6%** to **94.2%**
- Added offline mode to the app, which increased the average user session duration by **17%**

Technologies: UIKit/SwiftUI, RxSwift/RxCocoa, Realm, MVVM, XCTest/XCUITest

GLOVO: 04/2021 - 04/2022, 1 YEAR

- Worked on the payment experience squad, decreased "failed payment" metric from **8%** to **4%**, significantly boosting the company's profits.
- Integrated Apple Pay into the application over a 4-month period, leading and coordinating multiple teams (business, design, backend). **23.4%** of users adopted Apple Pay as their payment method within a month after release and increased AppStore rate to **4.5** (from 4.3)
- Added UI tests to the release pipeline (Fastlane), reducing the number of UI bugs by **7%**

Technologies: UIKit/SwiftUI, ReactiveKit, SnapKit, PassKit, XCTest/XCUITest, Fastlane

CRISALIX: 02/2020 - 04/2021, 1.2 YEAR

- Worked with CoreML models to create an AR experience that predicts the result of plastic surgeries with selected parameters (chest, face) **offline** in realtime
- Increased the frame rate from **28** to **44** by optimizing Metal shaders
- Created a cross-platform C++ core, enabling code-sharing between iOS and Android, which reduced development time by **~3 months**

Technologies: UIKit, ARKit, SceneKit, CoreML, CoreGraphics, C++14, Metal, MPS

APPLE: 10/2018 - 02/2020, 1.3 YEARS

ZERION: 2/2019 - 09/2020, 1.6 YEARS

SCAL.IO: 8/2017 - 2/2019, 1.5 YEARS

EPAM: 2/2015 - 8/2017, 2.5 YEARS

EDUCATION

POLYTECHNIC UNIVERSITY, ST. PETERSBURG – BACHELOR, 2014 - 2018

Information and computer science

POLYTECHNIC UNIVERSITY, ST. PETERSBURG – MASTER, 2018 - 2020

Development and maintenance of a high-quality software product

PERSONAL BRAND

I actively post on [Medium](#) and started [a Youtube](#) channel with mock interviews and answers to iOS devs' frequently asked questions. Here are tech talks about [RxSwift](#) and [Combine](#), as well as about proper [onboarding](#) and [hiring](#). A [sad story from my career](#) and an IT [stand-up](#) to laugh a little.