

Davletshin Alexey

iOS Engineer, 3 years of experience

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About me

Product iOS engineer with a strong background in mathematics and computer science

Skills

iOS 13+ UIKit SwiftUI BDUI MVVM VIPER

SPM Cocoapods GCD async/await Firebase Fastlane

Work experience

Yandex.Music

Moscow, Russia
September 2023

iOS Engineer

- Completely rewrote the main “Collection” tab using common components and optimizing for poor network conditions and offline use
- Led the development of filters feature for the “My Favorites” playlist, integrating cross-device technologies and complex UI
- Created an internal SwiftUI learning platform, improving competence in the technology and sharing knowledge within the team. New features are developed using SwiftUI

Avito

Moscow, Russia
Apr 2022 – Sep 2023

iOS Engineer

- Designed a module of universal map with additional functionality, ensuring full unit test coverage. The solution replaced about 5 duplicates
- Implemented functionality for displaying sales and return policies
- Integrated code generation for comparisons and hashing of BDUI models, and optimized parsing of large data by 4 times
- Performed the role of Scrum Master for 6 months

MAXIMUM Education

Moscow, Russia
July 2021 – March 2022

iOS Engineer

- Designed onboarding for new users
- Optimized slow screens on RxSwift
- Implemented UI tests using Page Object, set up CI/CD, and accelerated test runs by 2 times

Huawei

Dolgoprudny, Russia
Aug 2020 – March 2021

Engineer

- Conducted low-level optimizations, reducing log volume by 30 times, but slowing down by 2 times
- Migrated tools from Cython to Rust and accelerated CMake

Education

Moscow Institute of Physics and Technology

Dolgoprudny, Russia
2018–2022

BS, Applied Mathematics and Computer Science

- GPA: 4.16/5
- Thesis topic: “Building Recommendation Systems Based on Deep Structured Semantic Model (DSSM)”
Scientific advisor: Victor Kantor