

Igor Popov

popov.kakdela@gmail.com
www.linkedin.com/in/oboje
<https://ipopov.dev>
location: Europe

iOS enthusiast with over 14 years of experience in native iOS development. I excel at developing apps from the ground up and leading the development process. Driven by creating apps that are both useful and enjoyable for users, while continuously improving team performance and productivity.

- Proficiency in Swift and in-depth knowledge of the iOS SDK
- Comprehensive understanding of various architectural approaches, with a focus on reliability, testability, and A/B testing
- Solid understanding of multithreading behavior
- Successful track record of taking technical ownership of an iOS app serving millions of users
- Expertise in implementing automation and establishing efficient processes, bringing a new level of velocity and transparency to development
- Skilled at building and leading high-performing teams

EXPERIENCE

Super Unlimited — Senior Software Engineer

October 2021 - present (remote)

Developed the #1 VPN on the App Store, with 5M+ MAU. Driving technical design and spearheading new feature implementation, while collaborating closely with stakeholders throughout the development process..

- Successfully rewrote 20,000+ lines of legacy Objective-C code to Swift, resulting in a modern, modular and organized codebase.
- Designed and developed a new framework for managing promo campaigns, including remote payroll customization. This reduced time to market and enabled the product team to easily run A/B tests, resulting in increased revenue and the acquisition of new paying users through promos.
- Achieved a more than 30% increase in ad revenue through full ads refactoring, which involved new strategies, optimized ad provider calls, and adopting new ad caching techniques.
- Improved the VPN connection's ability to handle faults and resist blocking by implementing a new client service for discovering and resolving VPN configurations.
- Resolved the issue of inefficient manual product delivery and application resource dependency stack assembly by utilizing automated build pipelines
- Helped the team streamline the development process by creating clear guidelines for the project, including app specifications and technical documentation.
- Automated several manual processes, reducing a full day of developer work to a 5-minute automated job.

Aura (ex Anchorfree/Pango) — Senior Software Engineer

2019 - 2021(remote)

Developed top 5 VPN on the App Store, a white label VPN product:

- Refactored several VPN applications into monorepo, by breaking feature and functionality into smaller, isolated components/frameworks using VIPER.
- Made changes to the legacy user tracking systems through coding and refactoring, leading to a 90% improvement in data cleanliness as a result of unification and implementation.
- I optimized three phases of manual work across three departments, which involved managing and distributing client data analytics requirements. This process reduced the deployment costs of new requirements from ~4 weeks to ~3 days.

SKILLS

iOS native development

Swift, Objective-C

Unit testing, Integration Testing, UI Tests

Architecture/solution design

SOLID, concurrent programming, reactive programming

MVC/MVVM/VIPER

TOOLS / FRAMEWORKS

Combine, RxSwift, SwiftUI, UIKit, Lottie, Snapkit

StoreKit, Firebase, Adapty/RevenueCat, FirebaseDistribution, Crashlytics

fastlane, Xcode Cloud

openapi, sourcery, xcodegen, quicktype, swiftgen

LANGUAGES

LEAPFROG GROUP — Senior Software Engineer

English / Russian / Ukrainian

2018 - 2019 (remote)

Worked as a key developer for a video chat app for disabled people. Performed fixes for critical bugs and implemented new features for the app.

- Improved product crash-free rate to 99.9%
- Modularized application
- Refactored code to be testable, covered 30% of the code with tests.

Freelancing, Ukraine — Software Engineer

2017 - 2018 (remote)

Accomplished several iOS projects as a freelancer.

- Developed social network SDK using Swift & VIPER for Microsoft from scratch
 - Developed a multi-component social network feed page including pagination, UI/UX & networking
- Developed baby monitor app with native audio and video streaming from scratch
 - Custom components with custom animations #CoreAnimation
 - H264 encoding/decoding video pipelines, Opus for audio streaming
 - Networking layer for RPC, media streaming & session control signaling
 - Client/Server modes for application.

DataArt, Ukraine — Software Engineer

2013 - 2016 (onsite)

Worked as iOS Software Engineer in an outsourcing IT company, mostly worked for US customers, and took part in different activities: pre-sales, team leading, developing projects from scratch, and project support.

GlobalLogic, Ukraine — Software Engineer

2012 - 2013 (onsite)

Was part of prototypes & experiments team, developed several iOS applications from scratch for the healthcare domain.

Gameloft, Ukraine — Software Engineer / Game Developer

2010 - 2012 (onsite)

Developed real-time, multiplayer games for iOS platform using C++ and Objective-C

EDUCATION

National Aerospace University, Kharkiv, Ukraine — Software Engineering, Bachelor

2007 - 2011

I have a background in software engineering, and while studying this field, I created a few e-commerce projects using PHP. Later on, I became interested in C++ and OpenGL, which led me to pursue game development on the iOS platform.

NOTICEABLE PROJECTS

VPN app 2021-present

<https://apps.apple.com/us/app/vpn-super-unlimited-proxy/id1370293473>

VPN app 2019 - 2021

<https://apps.apple.com/us/app/hotspotshield-vpn-wifi-proxy/id443369807>
<https://apps.apple.com/us/app/ultra-vpn-unlimited-vpn-proxy/id1053874290>
<https://apps.apple.com/us/app/best-vpn-proxy-betternet/id946659216>
Social App Swift Framework for Microsoft 2018
<https://github.com/Microsoft/EmbeddedSocial-iOS-SDK>
Multiplayer Game 2012
<https://www.gameloft.com/en/game/six-guns/>