# Igor Popov

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**location: Europe**

iOS enthusiast with over 13 years of experience in native iOS development

- 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
- Have a successful track record of taking technical ownership of an iOS app that serves millions of users
- Passionate about building robust, well-engineered, and beautiful applications

## EXPERIENCE

### Super Unlimited — *Senior Software Engineer*

October 2021 - present ( remote )

Developed the #1 VPN on the App Store, with over 3 monthly million users. I work as a key developer and have ownership over several major app features, including revenue generated through ads and subscriptions. My responsibilities include implementing new features in a fast-paced environment, managing app releases, collaborating with cross-functional teams, and working closely with product managers.

- 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 paywall 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.

### 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.
- Proposed and designed a new system for tracking user requirements using git and specifications, which improved our ability to gather and store requirements and automatically generate code from those requirements.

### LEAPFROG GROUP — *Senior Software Engineer*

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%

## 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

English / Russian / Ukrainian

- 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 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/