

Roman Resenchuk

[+1\(484\)306-35-72](tel:+14843063572) • Remote • r@resrom.com • [Portfolio](#) • [GitHub](#)

Lead / Senior iOS Developer with a product, leadership and engineering mindset and 13+ years of experience building iOS apps – from MVPs/startups to complex, full-featured client apps. Experienced in leading development teams, architecting scalable systems, and delivering high-quality software. Successfully launched and maintained 100+ iOS apps with strong expertise in clean code, modular architecture, CI/CD automation, legacy code refactoring, and high-performance apps optimization.

EXPERIENCE

Senior iOS Developer, X-Chess

Sep 2024 - July 2025, United States, Dallas, TX

Developed from scratch iOS app for chess/checkers gaming with social network and learning features.

Stack: Swift 6, SwiftUI, MVVM, Concurrency, Combine, Firebase, WebSocket, REST API, RevenueCat, StoreKit 2, Stockfish

- Built stable and scalable client-server architecture with online gaming, bots (backend and local Stockfish engine), social network elements (friends, chats, leaderboards).
- Implemented complex online gaming module with fast matchmaking, PvP, ratings and gameplay customization, complex animations and gestures for gameplay.
- Configured CI/CD, analytics (auto-generation of events and documentation with bash scripts), crash reports with custom logging, subscriptions (In-App, Webhooks)

iOS Apps: X-Chess, X-Checkers <https://x-chess.app>

Lead iOS Developer, 585 Gold

Oct 2023 – Oct 2024, Remote

Led team of up to 6 iOS developers (middle to senior), established stable releases and 100% on-time task completion.

Stack: Swift, SwiftUI, MVVM, Combine, Alamofire, Core Data, StoreKit, PassKit, Firebase, Fastlane, OpenAPI

- Migrated the project from inconsistent architectures (MVC, MVVM, MVI, RxSwift, VIPER) to SwiftUI + MVVM+C
- Maintained and improved CI with Fastlane, set up integrations with Jira, Mattermost, and App Store Connect
- Refactored the monolithic codebase into a modular architecture (The Modular Architecture, Feature-based modules, Shared layers)
- Implemented new modules: stories, cart, loyalty program, payment provider change
- Refactored legacy modules (auth, favorites, catalog, product card); provided technical guidance, coordinated the team during UI/business logic development, implemented OpenAPI and DTO generation
- Participated in business planning sessions
- Established code review process, introduced unified code style, and conducted regular reviews

iOS app: 585 Gold: jewelry store <https://apps.apple.com/ru/app/id1449179965>

Lead iOS Developer, ONDOC

Mar 2022 – Oct 2023, Remote

OnDoc - medical app with electronic medical card and telemedicine functionality. White-label iOS apps for doctor appointments in clinics.

Stack: Objective-C, Swift, UIKit, SwiftUI, Alamofire, HealthKit, UserNotifications, WebRTC, PassKit

- Refactoring legacy code and UI.
- Architectural design.
- Setting up CI/CD (Fastlane, TeamCity, Xcode Cloud, Firebase).
- Management a small team of iOS developers.
- Resolving infrastructure and architectural issues, critical bug fixes, optimizing build and app performance.
- Regular updates in the AppStore, successful dispute resolutions with Apple.

Launched and maintained over 30 white-label iOS apps, most popular is:

Ondoc: <https://apple.co/3TRR2E6> European Medical Center: <https://apple.co/3tLHks5> Capital-Polis: <https://apple.co/44vLyoe>

Senior iOS Developer, Tapcentive, Inc.

Jul 2019 – Jul 2021, United States, San Francisco, CA

NFC and Chip-card iOS applications development.

Stack: Swift, UIKit, MVVM, CoreNFC, Low-Level Data Handling, Core Animation

iPad App: Smart Chip Gaming. Hardware-integrated, secure gaming solution for offline venues (casinos, cruise liners).

iPhone App: SmartScratch Helper: Instant NFC lotteries <https://apple.co/30MXDX0>

Middle iOS Developer, Flyp, Inc.

Mar 2017 – Jul 2019, United States, Dallas, TX

New features development and stability support for multiple iOS apps.

Stack: Objective-C, Swift, UIKit, Alamofire, CallKit, PushKit, WebRTC, In-App Purchase

- White-label apps development based on existing codebase.

iOS Apps: Flyp - Multiple Phone Numbers, Solo Calling, Flex Calling

Middle iOS Developer, Ready for Sky LLP

Oct 2014 – Sep 2015, Singapore

Smart Home REDMOND (Ready For Sky, IoT) iOS app development.

Stack: Objective-C, Swift, UIKit, REST API, CoreBluetooth, Core Data

- iOS app development and maintenance.
- Architecture optimization for project scalability.
- Technical documentation work

iOS app: Sky smart devices and services <https://apple.co/3OmrNY1>

Junior iOS Developer, FRESHOFFICE

Oct 2011 – Oct 2014, Singapore

FreshOffice CRM iOS App Development.

Stack: Objective C, UIKit, AFNetworking

EDUCATION

ITMO University, Information Technology

ACTIVITIES

Attended Apple WWDC 2018, 2019. Participated in local iOS developers meetups and workshops. Mentored junior iOS developers at work. Constantly develop personal pet projects: designed, coded, created UI/UX and ASO, made one of them profitable, then sold it for a high price.

CORE SKILLS

iOS Development | Product Development | MVVM, VIPER, SOLID, OOP, POP | Modular Architecture |

Swift, SwiftUI, Objective-C | Agile, JIRA, Team Leadership

LANGUAGES

English | Russian | Ukrainian