

# Eduard Panasiuk

## Senior/Lead iOS Engineer

Minsk, Belarus ◦ [ed.belarus@gmail.com](mailto:ed.belarus@gmail.com) ◦ +375(29)5769508 ◦ [Linkedin](#) ◦ [Github](#)

Senior iOS Engineer with 12+ years of expertise in building high-performance mobile apps and SDKs. Proven ability to lead technical projects and drive innovation at top companies like Lyft, blending product-focused thinking with deep technical skills. Strong background in mentoring teams and improving development processes through best practices and new ideas.

## Relevant work experience

---

### Lyft, Software Engineer L5, iOS

**08.2022-10.2024**

- Led end-to-end development of core mapping and navigation features for Lyft Driver and Passenger apps, from initial idea to production release.
- Worked with product and design teams to refine requirements and create detailed technical specs, driving feature development from concept to release.
- Designed scalable architectures, ensured observability through dashboards and alerts, and drove cross-team collaboration with 3-4 independent teams to align on resources and implementation details.
- Managed feature releases, launched experiments, and analyzed results in collaboration with data science, ensuring smooth rollout and high-quality delivery.
- Contributed to team planning, project prioritization, and resource estimation while continuously improving development processes and best practices.
- Proactively proposed feature improvements to address user pain points and played a key role in resolving incidents by identifying root causes and driving solutions.

---

### Apalon, Lead iOS Engineer

**11.2016-08.2022**

- Developed and maintained iOS applications from product idea to App Store release, providing ongoing support (i.e. [Snap & Translate](#), [PDF Hero](#), [Paloma](#)).
- Acted as Tech Lead in small teams (2-3 developers), defining architecture, clarifying requirements, estimating projects, and conducting research and prototyping.
- Led R&D efforts, exploring new technologies and building prototypes to evaluate project feasibility for product managers.
- Contributed to internal Platforms SDK development (billing, ads, remote config, analytics).
- Initiated process improvements such as code reviews, CI automation, Linter integration, and led internal developer meetups and weekly tech updates.
- As Team Lead, managed a team of 4-6 developers, handling hiring, mentoring, performance reviews, and career growth, successfully promoting multiple juniors to mid-level and senior roles.

---

## Intellectsoft, Senior iOS Engineer

04.2014-11.2016

- Developed several iOS applications end-to-end, from requirements gathering to App Store release, collaborating directly with clients on project scope, requirements, and estimations.
- Led a team of 4 at [Mobile Roadie](#) (mobile app constructor), driving architecture redesign and process improvements.

---

## Life4It, iOS Engineer

03.2012-04.2014

- Developed iOS applications through the full cycle, from requirements to App Store.
- Mentored Junior iOS developer, providing guidance and support.
- Collaborated with clients to refine and clarify project requirements.

## Education

### Belarusian State University of Informatics and Radioelectronics,

Bachelor of Science (BS), Electrical and Electronics Engineering (2001-2006)

## Skills

- **Core iOS Development:** Swift, Objective-C, Foundation, Protocol Oriented design, Multi-threading (GCD, Operations), UIKit, SwiftUI
- **Frameworks & Libraries:** RxSwift, Realm, Core Animation, CoreData, PDFKit, MapKit, AVFoundation.
- **Architecture Patterns:** MVVM, VIPER (& variations), MVC, MVP, Unidirectional (i.e. TCA)
- **Tools & Processes:** Fastlane, CI/CD, Git
- **Leadership & Soft Skills:** Team Leadership, Technical Mentoring, Project Management, Product design, People management
- **Languages:** English (upper intermediate), Polish (pre-intermediate)