

Rauan Maksatuly

EDUCATION

Suleyman Demirel University
Bachelor of Computing Systems and Software

Kaskelen, Kazakhstan
Aug. 2016 – Jun 2020

EXPERIENCE

Mycar Group

March 2021 – Present

iOS Developer → iOS Team Lead

Almaty, Kazakhstan

- **As iOS Team Lead (May 2023 – Present):**

- * Actively participated in discussions with management regarding the app's development and strategic direction
- * Organized and hosted meetups for the iOS team, featuring presentations from both local and external developers, fostering knowledge sharing and collaboration
- * Set up Jira Automation for version releases, improving the release process efficiency, and later assisted in implementing this across other platforms
- * Configured Jira boards and dashboards to optimize the team's workflow and visibility into project progress
- * Conducted interviews for new team members, playing a key role in the growth and development of the iOS team
- * Provided leadership and guidance to the iOS team, ensuring code quality, adherence to best practices, and continuous improvement

- **As iOS Developer (March 2021 – May 2023):**

- * Joined the company at its early stage, contributing to the development of the very first screen of the app
- * Participated in the implementation of key features such as creating and listing ads, filtering, and setting up pagination
- * Configured deep links and integrated Firebase Dynamic Links for seamless navigation
- * Contributed to the introduction of the Coordinator pattern, migration to Swift Package Manager (SPM), and implementation of a multi-module architecture
- * Assisted with the refactoring process and provided support during the migration of cloud services
- * Developed a universal WebView component, now used across all Mycar products
- * Set up CI/CD pipelines and configured GitLab Runner for automated builds and deployments

InCraft

June 2020 – March 2021

iOS Developer

Almaty, Kazakhstan

- Primarily focused on maintaining existing applications, ensuring stability and adding new features
- Implemented a player effect similar to Apple Music for playing audiobook versions within the app
- Collaborated with the team lead to develop an app for educational institutions that allowed students and teachers to attend virtual lessons during the COVID-19 pandemic
- Contributed to the development of a shared component library used across the company's applications, enhancing consistency and reusability of UI elements and other common functionalities

Photograd

May 2019 – June 2020

iOS Developer

Almaty, Kazakhstan

- Maintained the existing version of the app: fixed bugs, improved performance, and added new features
- Developed the second version of the app, integrating WebSocket-based chat and a friend rating system to enhance user interaction
- Optimized the app's user interface and architecture for increased stability and user-friendliness
- Developed a Flutter application within two months, demonstrating versatility and ability to work across multiple platforms

SKILLS

Networking: Alamofire, URLSession, Moya, WebSocket

Data Management & Notifications: CoreData, Firebase, PUSH notifications

Swift & iOS: UIKit, SwiftUI, XIB, Storyboards, Deep Links, Dynamic Links, Swiftgen, Combine, async/await

Architectural Patterns: MVC, MVVM, MVP, VIP, Coordinator, Modular Architecture

Dependency Management & Injection: SPM, CocoaPods, Swinject

Other Skills: Multithreading, Design Patterns, OOP, SOLID, Maintainable Code

CI/CD & Automation: Fastlane, Git, CI/CD, Jira Automations

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