

Volodymyr Voiko – Software Engineer

Mobile developer at heart and a software engineer by profession. Over the past 10 years, I've engaged in diverse projects utilizing various tech stacks, working across different environments and with diverse teams. I've built a strong foundation with the Android platform, mastered mobile development within the iOS ecosystem, and even developed a Ktor backend for a significant educational platform. My experience spans hardware integration, UI design, database management, API development, SDK creation, and various services.

While my primary focus is the Apple 🍏 ecosystem, I possess a strong background in Android and Kotlin Multiplatform. I am always eager to learn new aspects of mobile application development. However, I still prefer Swift 😊.

Contact

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Work Experience

iOS Developer – Snapp Mobile (2020.06 – 2026.01)

2025

- Contributed to the design and development of [SnappDesignTokens](#) and [SnappThemingDesignTokensSupport](#) frameworks
- Worked on the backend for the new version of the [TopUniversities.com](#).

2024

- Supported the development of the [SnappAutomotive](#) iOS companion app
- Contributed to the design and development of the [SnappTheming](#) framework.
- Worked on the POC project for a car manufacturer's infotainment system.

2022 – 2024

Worked on developing navigation streaming features for the [eBike Flow](#) companion app for Bosch eBikes.

2021

Developed a companion app for the tabletop RPG game [Warhammer Age of Sigmar](#).

2020

Worked on the development of the [PwC Zone Check](#), a white-label Covid contact tracing app.

Middle Android/iOS Developer – Pixelteh (2016.07 – 2020.06)

- Developed and maintained iOS and Android applications for various clients.
- Participated in project estimations and client interviews.
- Contributed to building and growing the mobile development department.

Junior Android Developer – Roll'n'code (2016.02 – 2016.07)

- Maintained and supported existing Android apps for clients.
- Gained first team-based and client-facing experience in a professional setting.

Education (Zaporizhzhya State University)

- PhD, Computer Science (2023 – Present)
- Master, Computer Software Engineering (2016 – 2017)
- Bachelor, Computer Software Engineering (2012 – 2016)