Vasyl Morarash
iOS Developer

SUMMARY

I have been working as an iOS developer for 3+ years. Also I have experience as Magento Developer for about 2+ years. I know such programming languages like Swift, PHP. My iOS experience includes teamwork, setup project structure, data optimization, setup database structure, fixing bugs etc. Worked as a freelancer as iOS Developer. Strong engineering professional with a Master's Degree focused in Applied Mathematics from Yuriy Fedkovych Chernivtsi National University. I am constantly striving for learning new technologies and look to ways to better myself in this rapidly changing industry.

CONTACTS

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LANGUAGES

English - Intermediate
Ukrainian - Native

EXPERIENCE

ScreenMeet, Lviv - iOS/macOS Developer
Dec 2019 - PRESENT

GoSeiv, Remote - iOS Developer
Jul 2019 - Dec 2019

SharpMinds (Piggy), Chernivtsi - iOS Developer
Dec 2018 - Dec 2019

SharpMinds (Qlicks), Chernivtsi - iOS Developer
Nov 2017 - Dec 2018

Freelance projects, Remote - iOS Developer
May 2017 - Nov 2017

SharpMinds (Qlicks), Chernivtsi - Magento Developer
May 2015 - Nov 2017

EDUCATION

Yuriy Fedkovych Chernivtsi National University - Master's degree
Sep 2015 - May 2016
Applied Mathematics

Yuriy Fedkovych Chernivtsi National University - Bachelor's degree
Sep 2011 - May 2015
Applied Mathematics

SKILLS

iOS: Swift

iOS frameworks: Cocoa Touch, Foundation, CoreData, Alamofire, ObjectMapper, Firebase, WebRTC, ReplayKit, Socket etc.

Dependency managers: CocoaPods, Carthage

Application deployment: App Store, AppBlade, TestFlight

CI/CD: Jenkins, Fastlane

Version control: Git

IDE: Xcode

Patterns: VIPER, MVC, GoF, GRASP, SOLID

Other: Postman, Sublime, Zeplin, SketchApp

Analytics: Flurry, Fabric, Crashlytics, Firebase

PROJECTS

ScreenMeetSupport
(iOS application)
Dec 2019 - PRESENT

Position: iOS Developer

Customer: ScreenMeet LLC, San Francisco, USA

Link: https://apps.apple.com/ua/app/screenmeet-support/id1243134245

Used technologies: Swift, Socket, VIPER, ReplayKit, App Store

Description: ScreenMeetSupport is an enterprise remote support application for screen sharing and chat. For screen sharing was used the ReplayKit framework.

ScreenMeetSupport
(macOS application)
Dec 2019 - PRESENT

Position: macOS Developer

Customer: ScreenMeet LLC, San Francisco, USA

Used technologies: Swift, Socket, MVC, WebRTC, Apple MDM

Description: ScreenMeetSupport is an enterprise remote support application for screen sharing, remote control, chat and file transfer. For screen sharing was used the WebRTC framework.

GoSeiv
Jul 2019 - Dec 2019

Position: iOS Developer

Customer: GoSeiv LLC, Helsinki, Finland

Link: https://apps.apple.com/ua/app/goseiv/id1482206328

Used technologies: Swift, REST-api, VIPER, CoreLocation, App Store

Description: GoSeiv is a B2C project, developed from scratch. With GoSeiv consumers can save money on cafes, restaurants, services, events, etc. In later stages GoSeiv will offer very innovative bundles with unprecedented value propositions for both consumers and merchants. Project consists of two parts: Core and UI implementation.

Piggy
(Store application)
Jan 2019 - Dec 2019

Position: iOS Developer

Customer: Piggy Loyalty B.V., Maarssen, Netherlands

Used technologies: Swift, REST-api, VIPER, CoreData, Apple MDM

Description: Store application is a B2B project developed as CocoaPods dependency to provide possibility to release multiple applications based on single core. Main functionality of store application consists of manipulation with customer loyalty points in scope of different programs. The biggest challenge was to ensure data security (application-specific keychain group & certificate pinning), dynamically rendered slides with various types and custom animation per-slide, Lightspeed integration and modular-based project. CI/CD was configured based on Jenkins & Fastlane.

Piggy
(Customer application)
Dec 2018 - Dec 2019

Position: iOS Developer

Customer: Piggy Loyalty B.V., Maarssen, Netherlands

Link: https://apps.apple.com/ua/app/piggy/id734485021

Used technologies: Swift, REST-api, VIPER, CoreLocation, App Store

Description: Customer application (CA) is a B2C solution developed from scratch as a modular project which consists of two parts: Core and UI implementation. With CA iOS users can easily manage their loyalty program cards, discover new shops and manage their profile by working with a user-friendly interface. Based on the developed project was released: Piggy Customer Application and TGI Fridays. Developed project uses two data-sources: networking (production mode) & stubs (saved api-responses for testing mode). Most critical logical parts were covered with UnitTests and all positive user-stories were covered with UITests. Also was configured Jenkins for running tests after pull-request updates.

Mobile Webshop
May 2018 - Dec 2018

Position: iOS Developer

Customer: Qlicks, Hilversum, Nederland

Used technologies: Swift, REST-api, VIPER, Adyen

Description: Mobile Webshop is iOS Framework desire to create and manage applications for webshops, based on Magento back-end. Framework is able to manage catalog, checkout and customer information.

Sumber

Nov 2017 - Dec 2018

Position: iOS Developer

Customer: Qlicks, Hilversum, Nederland

Used technologies: Swift, REST-api, VIPER, CoreData, AppBlade

Description: Sumber is B2B sale point, based on Magento back-end. Main goal was to create a sale point which will manage stock problems between multiple stores. Besides catalog, checkout and customers, Sumber is able to manage stock issues, sending push notifications to subscribed stores. For customer support (update application to new version, support specific store etc.) was decided to use MDM server (AppBlade) for application delivery.