



MAKSIM VILCHEVSKIY

iOS Software Engineer · Swift | SwiftUI | SDK Architecture

ABOUT ME

iOS Software Engineer solving scalability and code reuse problems in e-commerce, real-time services, and fintech. Worked across startups and multi-app ecosystems, developing modular architectures and owning features end-to-end from early versions to reusable SDK modules. Focused on product impact, clean architecture and performance. Deep experience in e-commerce platforms, marketplaces, subscriptions, loyalty systems, and real-time ordering services. Interested in how AI improves development workflows.

📍 Kyiv, Ukraine

✉ vil4max@gmail.com

🔗 linkedin.com/in/vil4max

💻 github.com/vil4max

✉ @vil4max

CORE SKILLS

- Swift, SwiftUI, UIKit
- Modular SDK Architecture
- Clean Architecture, MVVM
- SPM, Git, CI/CD
- Keychain, Biometrics
- Performance & UX
- E-commerce & Marketplaces

EXPERIENCE

Umico / Birmarket — Marketplace & Shared SDK Ecosystem

iOS Software Engineer · Apr 2022 – Present · Remote, Kyiv

- Contributed to platform growth from startup to a key marketplace in Azerbaijan, solving scalability challenges as the codebase expanded
- Solved monolith scalability problem: Led monolith → SPM modularization, breaking down large codebase into 12+ CoreModules (Analytics, Networking, Authorization, CommonUI, etc.) and 50+ FeatureModules (Loyalty, Marketplace, BravoClub, etc.), enabling parallel team development
- Owned Premium Subscription module within the broader Loyalty system, later extracted into shared SDK for cross-app reuse
- Reduced maintenance burden: Migrated key user flows from UIKit → SwiftUI, eliminating legacy code and improving development velocity
- Improved app performance: Optimized networking layer with intelligent caching strategies and background refresh mechanisms, reducing API calls and improving user experience
- Enabled safe feature delivery: Implemented Firebase Remote Config for controlled feature rollout and A/B testing, reducing deployment risk
- Solved code duplication problem: Extracted Premium Subscription into shared SDK supporting 3 apps (Birmarket, Birbank, M10), eliminating feature duplication and enabling single codebase maintenance with multi-brand theming and multi-language localisation

Full CV, screenshots, portfolio: 🖱 <https://vil4max.github.io>

- Eliminated technical debt: Executed complete UIKit → SwiftUI rewrite with modern reactive patterns, improving maintainability and development velocity
- Enabled parallel development: Delivered production-ready reusable SwiftUI components via SPM with comprehensive documentation, allowing teams to work independently on different apps
- Established scalable architecture: Implemented Clean Architecture (Data → Domain → Presentation) with MVVM-C, SOLID principles, and Dependency Injection, ensuring long-term maintainability
- Reduced regression risk: Built comprehensive test coverage including unit tests, integration tests, and UI automation
- Improved flexibility: Designed coordinator-based navigation system with host-specific customization, enabling easy integration across different app contexts

Drinkit — Coffee Ordering App (Dodo Engineering)

iOS Software Engineer · Feb 2020 – Feb 2022 · Remote, Kyiv

- Core team member building Drinkit from early versions to a full working product, solving architecture challenges as the app scaled
- Prevented code duplication from day one: Architected and implemented modular SDK architecture using SPM with 10 reusable modules, establishing scalable foundation
- Delivered seamless user experience: Developed complete ordering flow with advanced drink customization and real-time barista interaction
- Enabled frictionless payments: Integrated Apple Pay and custom loyalty system with offline/online business logic
- Solved real-time tracking challenge: Implemented accurate order progress tracking via polling and WebSocket communication
- Ensured code quality: Applied MVVM-C architecture with comprehensive test coverage and test helpers for each module

Alchemy — Digital Assets & Precious Metals Platform

iOS Software Engineer · 2022 · Remote, Kyiv · Freelance Contract

- Built secure fintech platform: Created iOS app for buying physical gold backed by blockchain contracts, solving complex financial and security requirements
- Established scalable foundation: Architected modular MVVM

architecture with Swinject DI and 6 local SPM modules

- Ensured security and compliance: Implemented onboarding, wallet, and transaction flows with secure Keychain storage
- Integrated critical services: Connected Stripe payment processing, AWS Cognito authentication, KYC services, and Firebase Messaging
- Enabled safe development workflow: Configured multi-environment setup (dev, QA, UAT) with charts integration for asset pricing visualization

Other / Earlier Projects

- **PlayHera** — Gaming Tournaments Platform: teams, chats, tournament progress, notifications (2019 – 2020)
- **Electus** — Crypto Wallet: simplified crypto wallet MVP with EthereumKit integration, intuitive onboarding, secure Keychain storage, biometric authentication, and transaction handling (2018 – 2019)
- **Alert Meditation**: wellness app with audio exercises, categories, reminders, and progress tracking using AVFoundation and Alamofire (2015 – 2017)
- **Eastern Union** — Broker Tool: real-time prices, caching, financial flows
- **Acucharting**: 3D acupuncture planner with interactive anatomical models