

Yura Voevodin

Many years of programming experience, bachelor's degree in Computer Science.
I live in Sumy, Ukraine with my family, so I'm interested in remote job only.

Experience

2020 - 2022

iOS Developer at [Clowder](#)

2020 - 2021

iOS Developer at [CoachNow](#)

2016 - 2020

iOS, iPadOS and macOS Apps Developer at [App Dev Academy](#)

2012 - 2016

PHP Developer at [bvblogic](#)

2012 - 2013

Senior Laboratory at [Laboratory of distance learning](#) at [Sumy State University](#)

2007 - 2008

Laboratory Technician at [Polytechnic College of Konotop Institute of the SSU](#)

Skills and Technologies

Git, OOP, Swift, MVC, UIKit, Auto Layout, SwiftUI, Core Data, REST API, TestFlight, In-App Purchase

Some projects I've worked on

[My University](#) (iOS app)

Timetable for students and teachers.

It's an open source project. You can check out GitHub's repository - [university-my/ios](#)

Technical info:

- Written in Swift
- User interface created with Storyboards
- MVC architecture
- URLSession for network requests to REST API
- CoreData as offline storage

PROVEIT (iOS app)

Quiz and casual games where players can play for real money.

Technical info:

- Written in Swift
- UIKit and custom UI components
- User interface created with Storyboards and XIB files
- Cocoapods as dependency manager
- MVC architecture
- Apple Pay and Push Notifications integration
- Third-party integrations: Firebase, Crashlytics

Role and responsibilities:

- Design app architecture and create app from scratch
- Implement networking layer - REST API

Chronograph (iOS app and macOS app)

Time tracker that allows you to work by "*Pomodoro technique*" and plan your tasks.

Technical info:

- Written in Swift
- User interface created with Storyboards and XIB files
- Cocoapods as dependency manager
- MVC architecture
- Third-party integrations: Firebase, Crashlytics

Role and responsibilities:

- Design architecture and create app from scratch
- Design a database architecture and use CoreData framework
- Implement background sync with a remote server via the REST API
- Swift codebase and third-party dependencies
- Shared codebase between iOS and macOS versions of the app
- Implement custom layout of the "timer" and "clock"
- iPad version of the app
- Implement "statistics screen" on the SwiftUI
- Integration of Analytics and In-App purchases

Contacts

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THANKS FOR READING!

P.S. Check out my [website](#)