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 <u>remote job only</u>.

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🚀 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](#)

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🛠 Here's a list of some projects that I 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](#)

<u>Technical info:</u>
  – Written in Swift
  – User interface created with Storyboards
  – MVC architecture (with Dependency Injection)
  – URLSession for network request 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

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✉ Contacts

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Thanks for reading!

P.S. Check out my [website](https://voevodin.dev)