Yurii Kolesnykov

Senior iOS / Mobile Software Engineer

Location: Stranorlar, Co. Donegal, Ireland (Open to 100% Remote)

Work Auth: Stamp 4 Holder (Full, unrestricted right to work in Ireland)

Contact: +353 85 195 3851 | root@yurikoles.com

Links: [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

PROFESSIONAL SUMMARY

Senior iOS Engineer with **10+ years of experience** building high-performance native (Swift, Objective-C) and cross-platform (Flutter) applications. Specialist in architecting complex mobile solutions for Fintech, HealthTech, and Social Networking. Expert in integrating mobile apps with hardware via Bluetooth and automating CI/CD pipelines. **Based in Ireland, Stamp 4 holder, seeking long-term remote opportunities.**

KEY EXPERTISE

- **Mobile:** Swift (SwiftUI/UIKit), Objective-C, Flutter (Dart), CoreData, Bluetooth Integration.
- **Architecture:** SOLID, Clean Architecture, MVVM-C, Modular Design.
- **Backend & DevOps:** Python (Django), Ruby on Rails, CI/CD (GitHub Actions/Bitrise), AWS/Linux.
- **Tools:** Xcode, Firebase, GraphQL, RESTful APIs, Jira.

SELECTED ACHIEVEMENTS & EXPERIENCE

Senior Mobile Software Engineer (Remote / Freelance) | 2014 – Present
Key Projects:
- **FitTrack (HealthTech/Flutter):**
  - Architected the integration of native Swift modules with Flutter, enabling 99.9% stable Bluetooth communication with 5+ types of medical devices (glucometers, scales).
  - Reduced data synchronisation latency by 40% through optimised background processing.
- **Chevron (Retail/Utilities):**
  - Developed a QR-based fuel pump activation system, ensuring 100% functionality in areas with poor GPS coverage.
  - Improved UI responsiveness by 30% by refactoring legacy UIKit components.
- **DocChat (Telemedicine):**
  - Led the UI/UX redesign for iPad, resulting in a 25% increase in user session duration for medical consultations.

    ○   Implemented secure real-time WebRTC audio/video features.

iOS Software Engineer | Biruza Software, Ukraine | 2013 – 2014

- **Bestie App (Social Network):** Optimised CoreData stack, reducing app launch time by 1.5s and ensuring seamless Facebook friend-list synchronisation for 100k+ users.

iOS Software Engineer | Go interactive!, Ukraine | 2012 – 2013

- **Fourcoins (Social Loyalty):** Developed core map and chat functionalities for a social networking platform, integrating location-based check-ins and loyalty program discounts.

iOS Software Engineer | GrandSoftStudio, Ukraine | 2011 – 2012

- **Canal+ Touch (iPad Streaming):** Implemented live and on-demand video streaming features, addressing technical challenges related to unstable network conditions for a premium media service.

EDUCATION

Computer Engineering | Donetsk National Technical University (2009)

ADDITIONAL INFORMATION

- **Languages:** English (Upper-Intermediate / B2), Ukrainian (Native).
- **Availability:** Immediate (1-week notice).