

SUMMARY

I have 5 years of experience in software engineering: from pure problem solving and design to developing mobile apps and tech management. I have been involved in many projects in different stages of development. I have proficiency in Swift and Objective-C.

I am a dedicated person with a broad product design vision. I like to work in a team — it's easy for me to find common ground with people. I am a self-organized person that can show traction and results instantly.

WORK EXPERIENCE

Depop marketplace — iOS Mobile Engineer

- Covered app with Accessibility (Text Resize, Colour Contrast, VoiceOver). More than 60% of users now use Dynamic Text Size. Provided VoiceOver for an additional 10% of our users.
- As part of the CX team worked on Backend Driven UI Framework that led up to 20% time drop off building new features for teams.
- Provided a feature that led up to 30% work load drop for the support team.
- Worked with A/B testing through Feature Flagging.

Tech Stack: Swift, Objective-C, VIPER, Wiremock, Bitrise, Tuist, BackendDriven UI

Trexoz Black Car Service app — iOS Mobile Engineer

- Developed UX/UI design.
- Successfully launched the MVP project that was designed and built by myself.
- Worked as mentor for the Android Developer, and two Web Developers.

Tech Stack: WebSockets, CoreLocation, Kingfisher, Google Maps.

Helen Marlen — iOS mobile Engineer

- Moved UI to IGListKit from Storyboards to reduce verbosity of the codebase and enhance its flexibility.

Tech Stack: Swift, IGListKit, Moya, RxSwift, RxCocoa, ReactiveSwift, ReactiveCocoa, MVVM.

Raketa food delivery app — iOS mobile Engineer

- Use different maps to identify the pros and cons of each.
- Optimized maps for intense usage with classification algorithms.

Tech Stack: Moya + Alamofire, Lottie, Google Maps, Mapbox, VIPER architecture.

US Startup Social Platform for schools — Mobile developer

- Developed UX/UI design of the mobile application.
- Make the initial release of the app.

Tech Stack: JS, React, React Native, Redux, Swift.

INDEPENDENT PROJECTS

• CodingFruits: Learn to code — Learning-to-code app

Built an app which provides the user with learning materials, coding problems etc. During work on this project I extended my knowledge of other programming languages and tools.

• University mobile platform

Fitapp is an idea that was offered by me to the authority of the university. Worked on all stages: prototyping, designing, coding, deploying, etc. Over **75%** of students use this app daily.

Tech Stack: Swift, MVVM.

• Legal Tech application

I worked with the Ministry of Justice of Ukraine to provide them with a solution that elucidates the demands of the population through polls on different layers of citizens.

Working as the former head of product & design.

• Chup — Make steps - Earn deals

As a former developer and idea creator, I have built an application that counts steps per day and provides free coupons from sponsors.

Technology stack: HealthKit.

EDUCATION

- Taras Shevchenko National University of Kyiv Faculty of Information Technology — **Software Engineering** (2017 – 2021).
- Software Product Management Specialization — University of Alberta.

ACHIEVEMENTS

- **2nd place** at the Ukrainian government hackathon with legal tech project (2019).
- **3rd place** at the Facebook hackathon (2018).
- **Teacher** at a programming school for children under 15 (2018).

ACTIVITIES

- **Digital Sheva founder** (Community of students that are involved in IT).
- **Organized the largest IT community in the university.**
- **Organized the largest programming contest in the university.**

LANGUAGES

Advanced English

Basic Spanish