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Summary

iOS Developer with 8 years of experience in large tech companies, including 3 years leading a team of 12 engineers. Proficient in Swift, Obj-C, UIKit & SwiftUI. Experienced in optimizing deployment processes, enhancing development workflows. Adept at guiding organizations through challenging product decisions while effectively balancing development speed and quality. Proven ability to construct scalable mobile architectures.

Education

PhD MIREA - Russian Technological University, Computer Science

Moscow, Russia

2016

Experience

Ayta AI (real-time speech processor), iOS Engineer

remote

My role was to measure and optimize performance of audio processing.

Apr 2025 – Aug 2025

5 months

- Optimized real-time speech converter for stutter support. Reduced audio pipeline latency 1.3s → 0.9s (multithreading, audio capture)

Lenta Online (leading e-grocery in Russia), iOS Team/Tech Lead

remote

Owned technical direction of the iOS codebase, made architectural decisions. Actively participated in hiring, technical interviews, and knowledge sharing, ensuring consistent engineering standards and delivery.

Apr 2021 – Mar 2025

4 years

- Developed a unified codebase for 4 brands, boosting maintainability and increasing crash-free rate from 94% to 99.9%, while scaling the team from 4 to 12 developers.
- Designed and launched an A/B testing management system, enabling experiment workflows and integrating multi-provider analytics to build technical and business metrics dashboards.
- Reduced CI build time by 7x and improved pipeline stability by reworking app signing and distribution processes, enhancing overall efficiency.

Linguix (keyboard with AI suggestions), iOS Engineer

remote

Built companion app for grammar-checking keyboard.

Sept 2020 – Apr 2021

8 months

- Onboarding for new users
- Configuration and selection of keyboard in system (had to use some tricks since iOS keyboard API is very limited)

LitRes (leading e-book shop in Russia), iOS Engineer

Moscow, Russia

Development and support of e-book reader and audiobooks listening apps

Sept 2019 – Sept 2020

1 year 1 month

- Developed streaming audio player with CarPlay & advanced caching.
- Optimized performance of C++ reader core

Binet (app studio), iOS Engineer

Moscow, Russia

Delivered and supported 10+ client apps as a part of app studio team.

Sept 2018 – Sept 2019

1 year 1 month

Skills

Languages: Swift, Objective-C, Ruby, Python, Bash

Tools: fastlane, GitLab-CI, Jenkins, xcodegen, Tuist, Nexus, Needle

Frameworks/Libraries: SwiftUI, TCA, RxSwift, Combine, Core Data, CarPlay, Firebase, AWS

Concepts: Performance Optimization, Modularization, A/B Testing, Analytics, Data Persistence, CI/CD, Code Signing, White-label apps, Workflow Automation.

Language Skills: English (fluent), Russian (native)