Denysyuk O

iOS Developer, 5+ years experience
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I have 5+ years experience as iOS Developer. I've started my carrier from learning Objective-C but almost all of the time I work with Swift. I love Apple eco-system, enjoy programming and always want to be participating in creating awesome applications. I am a quick learner who can work both in a team and independently. Eager to learn new technologies and to improve my skills. My motto is "Minimum libraries and the cleanest code base"

INDUSTRIES: Software and Platforms, Banking and Finance, Healthcare, Blockchain

TECHNICAL SKILLS

• iOS SDK	5 years
• Swift	5 years
• Combine Framework	2 years
• ObjectiveC	2 years
• SwiftUI	2 years

PROJECT DETAILS

• Roadwarez May-2018 - September-2018

Project Description: Responsibilities: - Redesigning all screens - Fixing turn signals on routing, fixing logic for create new route (use Google Maps) - Working with screen built in vest using Core
Responsibilities: - Redesigning all screens - Fixing turn signals on routing, fixing logic for create new route (use Google Maps) - Working with screen built in vest using Core Bluetooth
Technologies: Swift
Industry: Software and Platforms
Link: https://apps.apple.com/us/app/roadwarez/id1203670835

• My Fishka September-2018 - June-2020

Project Description: App for reward program for biggest fuel station business in Ukraine. With an app you can pay on gas station for gas/products using your card or/and reward points. Also you can review your transactions and manage points you achieved (buy more points, transfer points to others). App provides possibility to store any reward card from other companies. It has a map where you can find fuel stations and other reward stores
Responsibilities: - Creating project from scratch, more than 60% of project written by me - Creating layouts for almost all of the screens (complex main screen, profile, settings, offers, map with custom clustering, loyalty card, view/manage reward points screens, view/manage reward cards from other loyalty programs, sign in, sign up) - Creating custom views with animations (radio buttons, checkmarks, checkbox, onboard views, etc.) - API implementation, get/refresh token logic - Sign In/Sign Up logic, Authorization with Google/Apple/Facebook - Implementing payment functionality for fuel/products, Apple Pay - Managing payment cards, buying/transferring points and money - Widget for quick access to any reward cards - Implementing transferring data via Bluetooth - Reviewing pull requests
Technologies: Swift, MVC
Industry: Banking and Finance
Link: https://apps.apple.com/us/app/my-fishka/id985942531

• Swift Harbour February-2017 - June-2017

Project Description: App for discovering hundreds of marinas on map, overview details about each one and booking

Responsibilities: - Creating project from scratch - Implementing custom clustering for around 1000 objects on Mapbox map - Creating marina’s details screen, onboard screens, custom marina’s pin, callout view on map - API implementation

Technologies: Swift

Industry: Software and Platforms

Link: https://apps.apple.com/ca/app/swift-harbour/id1237083416

• IQVIA OCE June-2020 - December-2023

Project Description: CRM client on salesforce platform for pharmaceutical companies. It’s designed mostly for iPad. Client provides possibility to store and manage data of pharmaceutical products and doctors. That data is used for sales departments for effectively presenting and selling new products

Responsibilities: - I was working in core team with more than 20 developers - Refactoring the whole project, splitting up a project into libraries (frameworks) - Refactoring legacy code base - Fixing bugs in core functionality - Implementing new features

Technologies: Swift, SwiftUI, MVC

Industry: Healthcare

Link: https://apps.apple.com/us/app/iqvia-oce/id1462080429

• Lockerverse October-2022 - December-2022

Project Description: App for NFT startup where user can review new drops, mint/transfer NFT. App has chat with channel/group/direct messages functionalities. Project was implemented with MVVM + SwiftUI + Combine

Responsibilities: - Implementing Drops section, Delete Account screen - Creating screen with waitlist logic (Launch Darkly) - Implementing video player for: main screen, NFT detail screen and Drops section - Implementing YouTube player in chat and on the main page - Fixing various critical bugs with: refresh token, video players, chat, badges, etc. - Creating simple caching for speedup app loading, redesigning screens

Technologies: SwiftUI, Combine, MVVM

Industry: Blockchain

Link: https://apps.apple.com/us/app/lockerverse/id1624979823

EMPLOYMENT HISTORY

• iOS Developer October-2022 - December-2022

Description: working with a team of 3 iOS Developers on Lockerverse startup

• iOS Engineer June-2020 - December-2020

Avenga

Description: I was working in core team with more than 20 developers on IQVIA OCE project (B2B)

• iOS Developer July-2017 - June-2020

Devlight

Description: working as iOS Developer on many of projects (My Fishka, Pocket Doctor, SaleUp, Roadwarez)

• iOS Developer December-2016 - July-2017

SoftGroup

Description: working on Swift Harbour project and many of pet projects (for learning)

EDUCATION

• Masters degree in Applied Mathematics from University of Water Management and Environmental Engineering 2009 - 2014

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LANGUAGES

• English - advanced

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