

Swift Developer with 4 years of commercial experience in iOS development. Created several projects from scratch as a solo iOS Developer, in a cross-platform team, and in a team of iOS Developers. Have created several pet projects, including Video Editor and Budget Tracker apps. Proven track record in integrating APIs, deploying apps to the App Store, bugdixing. Ensuring clean and reusable code that easily scales and readable for the team. Deep understanding in Memory management and multithreading. Additionally, have 2 years of commercial experience in Front-End web development, building REST API with PHP and creating MySQL database.

<https://apps.apple.com/developer/id1511515116>

<https://mishadovhiy.com>

<https://github.com/mishadovhiy>

Work Experience

Upword and Rimone Holding - iOS developer

07 May 2024 - current / freelance contractor

<https://www.upwork.com/freelancers/mishadovhiy>

- Created application from scratch, to generate collages from stored images in FileManager
- Created Framework to add subtitles to the video, for Flutter project, with AVFoundation
- Supporting applications, bug fixing, implemented Keychain, admob, gCloud safesearch, firebase database integration for projects:

1. <https://apps.apple.com/ua/app/ai-tattoo-generator-design/id6471490412>

2. <https://apps.apple.com/ua/app/anime-girlfriend-ai-waifu/id6448568488> (additionally, Firebase messaging fixes)

3. <https://apps.apple.com/ua/app/fantasy-ai-character-chat/id6468505908>

UIKit, AppGroup, AVFoundation for video editing, OpenAI, Admob, Keychain, FileManager, FireBase DataBase, Keychain, StoreKit, Remote Notifications, adMob, gCloud Services API, form-data body

Engenious - iOS developer

5 Jan 2024 - 20 Mar 2024 / full-time / contract | Scrum Team |

<https://apps.apple.com/app/id6448703105>

Bugfixing, refactoring, supporting daily sport planner app with video tutorials. Cross-platform team as Solo iOS Developer

- Published to the AppStore
- Rewrote app interface from Storyboards, xibs to code driven UI (UIKit). Integrated with: StoreKit Subscriptions, Keychain, AuthenticationServices, Google API, Facebook API, RESTful API integration, MVVM-C

Black Rock South - iOS developer

Jun 2022 - Oct 2023 / full-time | Agile team

- As a solo iOS Developer, created iGaming social media app and messenger app by designs from Figma
 - Collaborated closely with a cross-platform team to ensure iOS application behaves and looks the same on all platforms
 - Integrated WebRTC for online chat app
 - Integrated communication between JavaScript and Swift
 - Shared design and animation ideas with the team
- UIKit, SwiftUI, WebRTC, Remote Notifications, integrating API (Protobuf), Combine, creating reusable UI, deeplinks, SpriteKit, CoreAnimation, CoreData, Keychain, ReactNative, bridge JavaScript and Swift, MVVM-C

Technical Skills (years of experience)

Languages: Swift (4), Objective C (1), TypeScript (1), JavaScript (2), PHP (0.5), SQL

iOS SDK: SwiftUI (2), UIKit (4), WatchKit, Concurrency (async/await; GCD), CoreData, Remote Notifications, CoreGraphics, CoreAnimation, Cocoa Touch, StoreKit, Combine, RxSwift, Local Authentication, deeplinks, App Intents, WatchConnectivity, App Group

AVFoundation (1.5), CreateML, CoreML, PDFKit, WidgetKit, CoreText, MapKit (0.5), WebKit, CoreBluetooth, SwiftData, Vision SpriteKit (1), CoreMotion, RealityKit (0.8), SceneKit (0.4), Cocoa (0.5), HealthKit, PencilKit

Back-End integration: RESTful API, WebRTC, Soap, MySQL, JSON, XML, Protocol Buffers

Interface: SwiftUI, Storyboards, XIB, Texture, Code driven UI, AutoLayout, IBInspectable

Architectural patterns: MVVM+C, VIPER, MVP, Clean Swift, OOP principles, DRY, SOLID, MVC

Data Storage: FileManager, CoreData, CloudKit, UserDefaults, FirebaseFirestore,

Distribution, Testing: App Store, Enterprise (.ipa), TestFlight, Unit Tests, Provisioning profile, Code signing, Jenkins

Version Control: git, gitlab, bitbucket

3rd party libraries: CocoaPods, Swift Packages: integration & creation, Firebase, GoogleMobileAds, FacebookSDK, Lottie, Alamofire, SnapKit, gcloud Services API, OpenAI, AppsFlyer

Tools: Xcode Instruments, Debug view hierarchy, Reality Converter, Git, Terminal, Sketch, Figma, Sourcetree, FileZilla, SoapUI, SublimeText, Mamp, Trello, Jira, Android Studio

Exellio - iOS Developer

Feb 2020 - Mar 2022 / full-time | Agile team

- Supported POS application for iPad, integrated new features, bugfixing
 - Solo created and designed application for inventarisation for company Porsche
- UIKit, Objective-C, SwiftUI, RESTful API, Soap, CoreBluetooth, CloudKit, Keychain, StoreKit, MVC

Portfolio

Puzzle Game - <https://apps.apple.com/ua/app/id6618149838> / <https://github.com/mishadovhiy/puzzleAI>
SwiftUI game to generate puzzle from any image with CoreGraphics, OpenAI request to generate new images, Local Notifications

Video Editor App - <https://apps.apple.com/app/id6479946692> / <https://github.com/mishadovhiy/videoEditor>
Features: Add on video: text, image, sound, filter or merge videos
- UIKit, AVFoundation, FileManager, CIFilter, CoreGraphics, CoreAnimation, async/await, MVVM-C

Budget Tracker (iOS) - <https://apps.apple.com/app/id1511515117>
Created Back-End (MySQL, PHP), and iOS client (UIKit)
- UIKit, WatchKit, WidgetKit, CoreData, PDFKit, StoreKit, Vision (get text from photo), Local Notifications, LocalAuthentication (Face-ID/TouchID), Keychain, Combine, GoogleMobileAds, MVC

Education

Kyiv University of Tourism, Economics and Law (KUTEL):
Bachelor's degree - in Management (2013-2017)

Courses

WebAcademy: Swift Development (Nov, 2019), Udemy

Contacts Information

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