



Mykhailo Dovhiy

Swift Developer with over 3,5 years of commercial experience in the full iOS client development lifecycle. Proven track record in integrating APIs, crafting reusable object-oriented components, and deploying apps to the App Store, or Enterprise (.ipa). Committed to creating iOS applications that prioritize efficiency and user-friendliness. Proficient in crafting intricate animations and custom screen transitions. Adheres to OOP principles, ensuring clean and maintainable code that scales with ease. Experienced in managing memory with ARC and Xcode Instruments to prevent memory leaks and improve app performance

Swift Developer

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Working experience (3,5 + years)

Black Rock South - iOS developer (Jun 2022 - Oct 2023) - <https://blackrocksouth.com>

As the sole developer, I undertook the end-to-end development of iGaming applications, transforming mockups into fully functional iOS clients. Remote Notifications, integrating API (Protobuf), creating reusable ui components, SpriteKit, bridge JavaScript and Swift, deeplinks, creating complex animation both: by preferences from the designer and through self-designed animations, ensured the iOS client look and behave same as Android.

Exellio - iOS Developer (Mar 2020 - Mar 2022) - <http://exellio.com.ua/>

Products: Pos application for iPad, Apps for incentivization and so on

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Courses & Education

Swift Development: Web Academy (Nov, 2019),

[AppBrewery](#) (2019)

SpriteKit and other Swift tutorials: designcode.io,
Apple Augmented Reality - Razeware LLC., SceneKit & SpriteKit - [udemy](https://www.udemy.com/) (2022-2023)

Kyiv University of Tourism, Economics and Law:

Management (2015-2019)

Tools: Xcode Instruments, Git, Xcode, Sketch/Figma, Terminal, FileZilla, SublimeText, Mamp

Skills

Swift: Solo developing apps for iOS 11+ (UIKit, SwiftUI), iPadOS, MacOS 10.12+ (Cocoa) since 2019, Developing Swift Packages, 2d Games (SpriteKit), Argument Reality applications

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

Architectural patterns: MVVM, MVC, OOP principles, DRY

iOS SDK: UIKit, SwiftUI, SpriteKit, Cocoa, SceneKit, Combine, CoreData, Remote Notifications, StoreKit, PDFKit, CoreBluetooth, UIApplicationShortcutItem, URLSession, CloudKit, WidgetKit, CoreGraphics, CoreMotion, CoreAnimation, WebKit, MapKit, AVFoundation, AutoLayouts, CoreML, SwiftData, GCD, UIViewControllerAnimatedTransitioning, RealityKit

APIs: RESTful integration, Protobuf, Soap, Alamofire, unparsing JSON, XML, HTML, bridge JavaScript and Swift

3rd party libraries: CocoaPods / Swift Packages: FireBase, GoogleMobileAds, etc. Creating Swift Packages

Data Storage: CoreData, UserDefaults, iCloud, FireBase, MySQL

Interface: Storyboard, XIB, programmatically, IBInspectable, SwiftUI, Texture

Distribution and Testing: App Store, Enterprise (.ipa), TestFlight, Unit Tests

Front-End skills: HTML/CSS, jQuery, WordPress