



# SERHII B.

Senior Mobile Developer

\$62/h.

1

project with  
Lemon.io

9

years of  
experience

## SUMMARY

Serhii is a skillful iOS and macOS developer with team lead experience. His 7+ years of experience includes working on one of the biggest e-commerce projects and the Ukrainian national railway ticket booking service. Serhii would be happy to work on an ambitious project, except for crypto and gambling.

## TECH STACK

/years

SwiftUI 2 iOS 7 Objective C 7

Other Technologies:

SQLite, Core Data, MapKit, AVFoundation, MVC, Alamofire, MVVM, Moya, MacOS, Core Location, RealmDB, Combine, ReactiveSwift, JSON

## EXPERIENCE HIGHLIGHTS

Lyft (Feb 2022 - Mar 2023)

Lyft is offers mobility as a service, ride-hailing, vehicles for hire, motorized scooters, a bicycle-sharing system, rental cars, and food delivery in the United States and select cities in Canada.

**Role:**

iOS Engineer

- mobile project lead, spec maintainer, meeting sync host, backend spec and test strategy reviewer in Sign In with Apple project;
- proposed, built and shipped experimentation to increase quality of document image capturing;
- designed & implemented ImageProcessing module with face detection and blur detection helper;
- primary migrator of the team off legacy UI frameworks;
- onboarding mentorship;

**Tech Stack:** Swift,RxSwift,SwiftLint,SwiftUI,Unit testing,BugSnag

Gemini 2 and Gemini X (Mar 2021 - Feb 2022)

Gemini is a macOS app for finding duplicates of files, folders, and media. Gemini scans your files and looks for duplicates, clutter, and similar files.The main features of this app are session-based duplicate scans and real-time duplicate monitor. The session-based scan usually runs the first time you're launching Gemini on your Mac, while real-time monitor helps to keep your Mac clean while watching most popular locations for cluttering (e.g. Downloads folder)

**Role:**

MacOS Developer

Serhii worked on two different versions of the same app. The first old version of the app (Gemini 2) was old and hard to develop and iterate. Serhii's job there was mostly refactoring and bug fixing. The new version of the app (Gemini X) is written completely from scratch and his task there was to set up UI architecture for the whole app, develop a custom UI kit and develop several core modules ("Other module", "Media module") and some flows for the app ("Cleanup", "Intro").

**Tech Stack:** Objective C,Swift,Core Data,SwiftUI

Setapp (Mar 2019 - Mar 2021)

Setapp is an alternative application store for macOS. Key difference from Mac App Store is that Setapp uses a subscription-based model. Users pay a subscription fee and receive access to 200+ apps. You can call this Setapp "Netflix for apps". The main features of the app are a collection of apps displayed inside the main app,and subscriptions managed through our branded vendor library.

**Role:**

macOS and iOS Engineer

Highlights of Serhii's work on the project:

- created & promoted blog module in the app - started from the pitching idea to management, ended with implementing and rolling out feature to production;
- prototyped sessions with the team to prototype new features;
- participated in R&D of Setapp iOS library that helped us bring our custom unlock mechanism of the 3rd party apps inside App Store;
- refactored some core UI modules of the desktop app;
- unified UI architecture for desktop app;
- created universal collection view component for application list presentation that used inside desktop app;
- created generic carousel view component for desktop app;

**Tech Stack:** Objective C,Swift,Core Data

Kasta (Mar 2018 - Mar 2019)

kasta.ua is an e-commerce product for the Ukrainian market. The primary focus of this market was clothing, but Serhii was working on this app while the product shifted from clothing to a more generic direction (electronics, home products, etc.) He was working on the iOS app where users could perform all actions required to buy items. Browse products, filter products by multiple different criteria (depending on the item type), add to cart or favorite list, create an order from the cart, choose delivery and payment type, and perform the payment.

**Role:**

iOS Developer

Serhii joined the product on the transition from fashion e-commerce to a more generic direction, so most of his work was focused on adapting existing app parts to this change. His work included the following changes:

- refactored product category list & updated it to new business requirements;
- created a new product screen from scratch (since the old one wasn't extendable enough to be updated for new features);
- created a new checkout page (since the old one had poor software design choices).

Besides the implementation of business features, he participated in improving infrastructural changes of the mobile pipeline:

- introduced unified code style and linting;
- integrated CI / CD pipeline;

**Tech Stack:** Objective C,Swift,Moya,Fastlane

booking.uz.gov.ua iOS App - Railway Tickets Booking (Mar 2017 - Aug 2017)

Booking.uz.gov.ua is a Ukrainian national railway ticket booking service. iOS app allows a user to choose arrival and destination city, choose designated place, include needed services and discounts, pay for tickets and save it locally (inside the app and in Wallet).

**Role:**

iOS Lead Engineer

Serhii joined the booking.uz.gov.ua team at a point when they had worked on an Android application in Google Store and had no iOS app at all. He carefully examined the existing Android application, identified its pros and cons, and with this knowledge, started to design an iOS app.

Highlights:

- designed sessions with UI/UX designer to comply existed designs to Apple HIG;
- prototyped & developed the architecture of the app;
- implemented all required screens for the app;
- connected custom payment provider;
- uploaded app to the App Store;
- set up CI/CD pipeline for future build uploads.

During that time, he successfully implemented the whole app from scratch and delivered its first version to the App Store.

**Tech Stack:** Swift,Realm,Moya

iCrew Mobile (Mar 2016 - Mar 2018)

iCrew Mobile is a personal assistant app for flight crews of Delta Airlines, United Airlines, and Skywest Airlines. iCrew Mobile is an app with the following features:

- synchronization of all flight details (time, weather, gates) with system and iPhone calendar;
- access to bidding system of next available trips;
- a history of flights on the device and securing it with password;
- layovers - info about the hotel, transportation, and special deals for flight crew members;

**Role:**

Team Lead, iOS Developer

Since this project is 3rd party solution for Delta Airlines (and a few others), the team had no direct access to the API of Delta AirLines backend. This particular thing affected many aspects of the project since there was no reliable way to retrieve data from the server while most of the work on a project relied on data from the airline server. Looking retrospectively, it looks miraculous that thing was even working properly.

Highlights:

- prototyped and designed UI / UX of the app;
- laid out architecture of the iOS app;
- found out an elegant way to interact with 3rd party web services without API and wrapped it up in a network layer;
- developed multiple first features of backend of the app;\* developed all upcoming features of iOS app;
- added database encryption retroactively;
- led mobile development team to stay on the same grid while developing new features for Android and iOS;
- configured CI/CD for the mobile team.

**Tech Stack:** Swift,Ruby on Rails,Realm,Alamofire, Object Mapper, Codable,Fabric,FastLane

## EDUCATION

Donetsk National Technical University

Bachelor's

Computer Science

2016

## ADDITIONAL INFO

Individual contractor

Potentially available for direct hire