Yurii Voievodin

I have many years of programming experience, bachelor's degree in Computer Science.
I work as Software Engineer and write code on Swift, mainly building an iOS applications.

Experience

2022 - NOW
Software Engineer (iOS, Swift) at VistaCreate

Role and responsibilities:

- Make completely new app Home screen
- Write **unit tests** for cover app business logic
- Build an app with a **modular architecture**
- Work with analytics services **Firebase**, **AppsFlyer**, **Iterable**
- Implement **A/B tests**

2020 - 2022
Software Engineer (iOS, Swift) at Clowder

Role and responsibilities:

- Create copies (apps) of the **Core** product
- Add customizations to the clones and enable/disable product modules
- Integrate user profile with custom fields to the clones of the **Core** product
- Work with Git by **GitFlow** methodology, resolve merge conflicts
- Support existing apps and update to the latest version of the **Core** product
- Create proposals and make changes in the **Core** product

2020 - 2021
Software Engineer (iOS, Swift) at CoachNow

Main responsibility here is to support the CoachNow app (iOS and iPadOS) and add new features.
It's an app with a long history (8+ years) and mixed codebase (Objective-C and Swift) with a lot of dependencies.

Role and responsibilities:

- Rewrite code from Objective-C to Swift
- Make code reviews
- Publish new versions of the app to the **TestFlight** for internal testing
- Publish new releases of the app to the **App Store**
- Implement screen recording with ReplayKit framework
- Implement "pinned posts" feature
- Make improvement and fixes

2016 - 2020
iOS, iPadOS and macOS Apps Developer at App Dev Academy

I have participated in development, publication and support of **10+ iOS apps** and one macOS app.

Role and responsibilities:

- Create apps from scratch and design apps architecture
- Create user interface with **Storyboards** and **XIB** files
- Use UIKit and create **custom UI** components
- Design a database architecture and use **Core Data** framework
- Write code on Swift programming language
- Implement networking layer - **REST API**
- Integrate third-party dependencies

2012 - 2016
PHP Developer at bvblogic

I build websites on PHP programming language, using frameworks such as Laravel, Kohana, Codeigniter, Yii. Also, I used CSS3, HTML5, jQuery, and Bootstrap for the frontend. First experience of building and supporting commercial projects.

2012 - 2013
Senior Laboratory at Laboratory of distance learning at Sumy State University

I worked on simple training apps for students on Java and an internal framework. Also convert Microsoft Word documents to HTML pages as part of my job there.

2007 - 2008
Laboratory Technician at Polytechnic College of Konotop Institute of the SSU

At college, my job was to configure, maintain and update PCs on Windows 98 and XP. Also, I helped students to make homework done.

Skills and Technologies

Git, GitFlow, OOP, POP, SOLID, Swift, Concurrency, MVC, UIKit, Storyboards, Auto Layout, SwiftUI, Core Data, REST API, In-App Purchase, TestFlight, App Store Connect

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Some projects I've worked on

My University (iOS app)

Timetable for students and teachers.
It's an open source project. You can check out GitHub's repository - university-my/ios

Technical info:

- iOS app written in Swift
- User interface created with Storyboards and **SwiftUI**

- MVC and MVVM architecture
- URLSession for network requests to REST API
- Core Data as offline storage

PROVEIT (iOS app)

Quiz and casual games where players can play for real money.

Technical info:

- Written in Swift
- UIKit and custom UI components
- User interface created with Storyboards and XIB files
- Cocoapods as dependency manager
- MVC architecture
- Apple Pay and Push Notifications integration
- Third-party integrations: Firebase, Crashlytics

Role and responsibilities:

- Design app architecture and create app from scratch
- Implement networking layer - REST API

Chronograph (iOS app and macOS app)

Time tracker that allows you to work by *"Pomodoro technique"* and plan your tasks.

Technical info:

- Written in Swift
- User interface created with Storyboards and XIB files
- Cocoapods as dependency manager
- MVC architecture
- Third-party integrations: Firebase, Crashlytics

Role and responsibilities:

- Design architecture and create app from scratch
- Design a database architecture and use Core Data framework
- Implement background sync with a remote server via the REST API
- Swift codebase and third-party dependencies
- Shared codebase between iOS and macOS versions of the app
- Implement custom layout of the "timer" and "clock"
- iPad version of the app
- Implement "statistics screen" on the SwiftUI
- Integration of Analytics and In-App purchases

Contacts

Email voevodin.yura@icloud.com
Github [yura-voevodin](https://github.com/yura-voevodin)
Twitter [@voevodin_yura](https://twitter.com/voevodin_yura)
LinkedIn [yurivoevodin](https://linkedin.com/in/yurivoevodin)
Instagram [@yurii.voievodin](https://instagram.com/yurii.voievodin)
Facebook [yurii.voievodin](https://facebook.com/yurii.voievodin)
Telegram [@voevodin_yura](https://t.me/voevodin_yura)

THANKS FOR READING!

P.S. Check out my website