Sergii Simakhin

iOS Software Engineer with 10 years of experience

📞 +1 (385) 500-9407
✉ sergio@mrsergio.com
in linkedin.com/in/sergiisimakhin
➢ Remote

SKILLS

programming languages: Swift, Objective-C
technologies / frameworks: SwiftUI, UIKit, Combine, TCA (Composable Architecture), MVVM, Coordinators, Autolayout, Dispatch (GCD), AVFoundation, CoreAnimation, Codable, CoreData, Realm, CoreLocation, PDFKit, SQLite, WebSockets, XCTest
tools: Xcode, VSCode, Git, Swift Package Manager, CocoaPods, Fastlane, Jira, Sketch, Figma

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EXPERIENCE

Verb Technology Company   2019 - Present
Senior iOS Software Engineer   Newport Beach, CA • Full-time Remote

Worked on a native SaaS iOS app for direct sales as a part of a team located across the world.
Closely collaborated with designers and backend engineers to implement new features, UI, animations.
- worked on an interactive video editor (including on-device compression), a social news feed, in-app widgets, accessibility support, Unit Tests / UI Tests, etc.
- engineered reusable UI elements used by the team across the app
- rewrote legacy parts of the app with Swift, SwiftUI, Combine and covered it with a rich documentation
- helped automate iOS app distribution using Fastlane
- participated in several refactors that led to an app codebase reduction of up to 25%

F3 Software   2017 - 2019
Senior iOS Software Engineer   Salt Lake City, UT • Full-time Remote

Participated in the development of 2 native iOS apps.
- implemented interactive social news feed, audio player, photo editor, Unit Tests, Push Notifications, etc.
- integrated Apple Pay and card payments using Stripe
- rewrote deprecated Objective-C dependencies into new ones using Swift
- created butter-smooth pixel-perfect animations using CoreAnimation
- significantly improved UI responsiveness by moving vast upload tasks to the background using GCD

Cayugasoft Technologies   2013 - 2018
iOS Software Engineer   Kyiv, Ukraine • On-site and Remote

Worked on 10+ projects related to healthcare, video editing, gifs, document managers, audio memoir journal, groceries delivery, language learning, watchOS apps, etc.
- collaborated with internal / client design and API teams
- worked with AVFoundation on video-related projects
- implemented stand-out calendar experience for a healthcare app
- held in-company on-site iOS-related training and meetups

Freelance   2013
iOS Software Engineer   Part-time Remote

Worked on a native iOS app for photographers to help them manage Lightroom catalogs on the go.
- took part in Lightroom catalog reverse-engineering
- offloaded intensive CPU work to background threads using GCD to make UI smooth
- designed optimized high-res image processing flow to reduce RAM usage
- integrated FTP client to upload / download user's content within the same Wi-Fi network

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EDUCATION

Step IT Academy
B.S. Computer Science, 2013