Maxim Skryabin, iOS developer

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Location: Spain, Valencia, **CET GMT+2**
Education: BMSTU, IU, bachelor, 2016-2020

About me

A native mobile application developer for iOS using **Swift** with over 8 years of experience. Worked in startups, large companies, and outsourcing. I'm able to write code fast and ship it to users, as well as developing secure and scalable solutions. Additionally, I have experience in creating cross-platform applications for iOS and Android using **Flutter**.

Skills

Active technologies

Swift, UIKit, SwiftUI, WidgetKit, Realm, GCD, async/await, VIPER, MVVM, URLSession, REST, GraphQL, Firebase, Google Maps, SPM, CI/CD, Fastlane, different analytics SDKs

Used in past

Objective-C, Apple Pay, Stripe, SnapKit, RxSwift, Combine, CoreData, Alamofire, Moya, WebSockets, JSON:API, CocoaPods, Carthage, Flutter, intl, drift, Vapor, Docker, python, bash, ruby

Work experience

- iOS developer @ **Windy**, March 2023 – present, *remote*
  - support for existing iOS & watchOS applications
  - leading development in growth department
  - streamlining internal processes and establishing release train (50 releases per year)
  - development of internal tools for processes optimization
  - establishing code style, configuring linter
  - setting up CI/CD
- iOS & Android developer @ NDA, March 2023 – March 2024, *remote part-time*
  - development of cross-platform white-label applications for iOS and Android using Flutter
- iOS & macOS developer @ **Kaspersky**, April 2022 – March 2023, *hybrid*
  - support for existing user and internal iOS & macOS applications
  - implementation of new approach for UI building (Storyboards -> SwiftUI)
- iOS developer @ **FoodRocket**, February 2021 – April 2022, *remote*
  - full application development cycle – from project architecture design to publishing the application in App Store and maintaining it
- iOS developer @ **Onlife**, November 2019 – December 2020, *on-site*
  - development and publication of an MVP in 3 months
  - use of SwiftUI in production within the first months after its public release
  - development of flexible point clustering algorithm for Google/Apple maps
- iOS developer @ **Autodoc**, October 2018 – November 2019, *on-site*
- iOS developer @ **Arcsinus**, October 2017 – October 2018, *on-site*