
ALEXEY PARKHOMENKO

iOS developer
8 years experience
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ABOUT

iOS developer with **8 years** of commercial experience. I have experience to work for world leading companies in different fields (banking, media, live streaming etc) as well as startups. Overall team-leading experience - **2 years**. Took a part in creating **10+ applications** and create my own iOS mobile app that placed in the App Store. I can get brief task descriptions from the business and manage a full cycle of development: from creating tickets in a task tracker to release to production with CI/CD and analytics.

In addition to developing for iOS apps, I regularly participate in IT community life: presenting tech talks at conferences and maintain YouTube channel, where I post educational videos on iOS development in Swift. I also started my [blog](#) where I publishing articles about iOS Development.

SKILLS

iOS: SwiftUI, UIKit, WatchOS, Combine, Realm, CoreData, CoreAnimation, CoreGraphics, ARKit, SceneKit, Metal, MPS, VisionOS, CoreML, RxSwift/RxCocoa, XCTest, Quick/Nimble, AVFoundation, CoreGraphics, AppsFlyer, Alamofire, SOLID
Other: Fastlane, CocoaPods, SPM, SwiftLint, Sourcery, Git, WebSocket, REST API

EXPERIENCE

TAP MOBILE: 04/2022 - PRESENT

- Worked with photo processing and editing applications. I was responsible for the image rendering optimisation and integration of CocoaPods core modules
- Increased the frame rate from **70** to **120** by integrating GPU-based drawing with CoreAnimation
- Solved complex infrastructure problems, reduced common logic by **33%** with new architecture pattern which allowed to reuse the common logic between Charm and TapScanner applications using CocoaPods framework
- Accelerated cold build of the applications by **2** minutes after massive work on splitting a monolithic application into CocoaPods modules

Technologies: UIKit, RxSwift, Combine, CoreAnimation, CoreGraphics, CocoaPods

INNOTECH: 02/2021 - 04/2022

- Worked in the team of the core customer features, improved UX of registration of customers business cards and receiving account statements
- Managed integration of Code Style rules into the development, all my decisions strictly observed the practices of Clean Architecture (VIPER, CleanSwift (VIP)) and SOLID design principles
- Reduced the size of the iOS application from **430** mb to **290** mb with using AppThinning Apple technology and implementing Static Mach-O type for third-party dependencies

Technologies: UIKit/SwiftUI, VIPER, CoreData, Alamofire, SOLID, Quick/Nimble

ALFALEADS: 01/2020 - 02/2021

- Worked as a lead iOS developer, I was engaged on the coordination of the work of other two developers, did a code review, managed a set of tasks, and also worked with the analytics/advertising/user engagement sections

- Worked with CoreML models to create an AR experience, which predicts the result of user future with selected parameters (face, palm) in real time
- Increased the percentage of trouble-free app users from **87%** to **96%** by integrating software monitoring tool Sentry

Technologies: UIKit, ARKit, SceneKit, CoreML, Sentry, AppsFlyer

SWIFTBOOK: 11/2017 - 04/2020

- Worked on publishing educational content about iOS Development. I developed educational courses: [«build iOS App from scratch»](#), [SOLID](#), [Build Messenger iOS App](#), [Sketch](#), [SwiftUI](#)
- Released new educational formats: online webinars, YouTube videos, articles. Made a great contribution to the iOS development community.
- Increased the total number of subscribers from **2.000** to **10.000** and an indicator of customer loyalty to the company

Technologies: UIKit/SwiftUI, WatchOS, SOLID, Firebase, GCD, CoreData, REST API

EDUCATION

MOSCOW AVIATION INSTITUTE, MOSCOW – BACHELOR, 2017 - 2021

Information and computer science

PORTFOLIO

MEMORIES DAY: 01/2020 - PRESENT

My own iOS mobile app in the AppStore, the purpose of which is to help people cope with grief and stay connected with deceased loved ones. The requirement was to implement a photo gallery with information about a person. As a result, it was possible to implement an application with the ability to add a location of the burial site on the map using MapKit, as well as create scheduled messages on behalf of a deceased loved one. The application is localized into 7 languages, user data is stored using the Firebase, and monetization of the application is carried out through in-app purchases.

Technologies: UIKit, Firebase, MapKit, MVVM, CoreData, REST API, StoreKit

MY NOVEL: 06/2022 - 01/2023

EBook reader application with stories and novels of various genres. The requirement was to implement book store with a convenient reading interface. As a result, it was possible to implement 20+ screens according to the design, with various authorization types for users and a wide selection of reading screen settings. CleanSwift architecture was chosen as the architecture, which made it possible to distribute tasks as efficiently as possible between the functionality within the application.

Technologies: UIKit, CoreAnimation, Clean Swift, Realm, AppsFlyer

SLEEPIFY: 04/2023 - 07/2023

DR. KEGEL: 11/2022 - 02/2023

ANY MEETING: 11/2021 - 03/2022

PUBLIC SPEAKER

In addition to developing for iOS apps, I make a huge contribution to the iOS development community. I maintain my [blog](#), where I share my knowledge and personal experience as Software Engineer. Here are tech talks about [optimising iOS App size](#), [DRY, KISS, YAGNI Principles](#) and, of course, a [story from my career](#).