# Nikita Khomitsevych

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GitHub   Stack Overflow   LinkedIn

Software engineer with 8+ years of engineering (iOS and Web) in complex projects and distributed software development teams. Have an entrepreneurship mindset working in different areas such as IoT, Healthcare, Health & Fitness, Social, and FinTech. Served as mobile team lead and architect for the last 4 years. Participated as a staff member or contractor, primarily targeting the US market.

## Recent Employments

**Wurthy**, 2023/01–Present. Lead iOS Engineer

- Released a brand new iOS application in a **6 months** term.

- Maintained and enhanced the application during the first **50 customers**. Successfully resolved production issues happen to end users supporting the minimal bar of the **99.9% crash-free app rate**.

- Recruited, onboarded, and managed a **team of 3 iOS engineers**, adopting Agile and Kanban practices through the mobile iOS team.

- Leaded technical aspects of the project. Developed iOS application with the **16+ iOS SDK target**, using the latest frameworks and tools, e.g. SwiftUI, async/await, and new stack navigation.

- Split the application into multiple modules within the Domain, Service, and Application layers separation. Supported **up to 70%** of the test coverage in the Service layer.

- Build up a CI automation pipeline for continuous delivery of the iOS application.

**Fluxon**, 2022/06–2022/11. Software engineer.
Worked on two web applications, dealing with the front-end part either of the project. Studied web tech stack, e.g TypeScript, React.js, Next.js, Firebase, Cloud Firestore.
Developed (was solo developer) macOS application to remind about the upcoming meeting in your Google calendar, blasting upfront on your screen. The project was developed from scratch and was inspired by the MeetingBar tool. Technologies inluded Swift, SwiftUI, AppKit, Combine and XCTests.

**Life360 Inc.**, 2020/01–2022/04. Senior iOS Engineer (Contractor).
Worked on major product parts of the Life360 iOS application (30+ million MAU, end of Q1 2022). Developed Family Safety Assist (FSA) feature allowing access e.g. roadside assistance in US and Canada. Developed Lead Generation feature to provide specific offers for customers from auto insurance companies. Led a team at 4 mobile developers (Android and iOS), tackling requirements processing, delivery responsibilities and people management. Developed user's driving experience workflow, created brand new tab 'Driving' including weekly driver report to see driving statistics and promote safe driving.
Technologies included Swift, UIKit, RxSwift, Uber RIBs, XCTests, Fastlane etc.

**BetterMe USA**, 2018/11–2019/12. iOS Software Engineer (Full-time).
Developed a number of fast-growing Health & Fitness apps in the world, aimed to improve people's fitness level and general health status. Developed and supported Redux architecture on most of our apps. Developed brand new version of 'BetterMe: Weight Loss Workouts' iOS application getting away from VIPER to the Redux. Supported custom Jenkins pipeline as mandatory CI/CD delivery plat-

form. Developed bunch of Ruby scripts using Fastlane as a primary tool for a daily work tasks automatization.

Top-3 applications with my contribution: BetterMe: Weight Loss Workouts, BetterMe: Calm, Sleep, Meditate, BetterMe: Walking & Weightloss

**CyberVision, Inc.**, 2016/04—2018/09.
Mobile Software Engineer (Full-time). Project: Nuvo: applications for pregnant and doctor.
Worked on iOS applications for manufactored FDA cleared device for remote nonstress tests for pregnant. iOS application was intended to monitor real-time health indicators of a pregnant woman and her fetus. Developed both applications for pregnant and doctor on iPhone and iPad. Architectured and developed a separated SDK to deal with device via Bluetooth Classic. Supported FDA and MFi device certification from engineering side.
Technologies included Swift, UIKit, CoreGraphics, SwftCharts, VIPER architecture, Bluetooth Classic, Alamofire, RxSwift, Swinject. Used Nimble, Quick and Cuckoo tools leaning on BDD approach.

iOS Software Engineer (Full-time). Project: CleanSpace application. Worked on iOS SDK for CleanSpace application. Provided a full cycle of application development, inclduing architecture planning, development cycle and end-to-end testing. Developed third-party frameworks from scratch for next integration on the iOS application. Created Objective-C library that enables communication with BLE peripheral. Created Swift library implemented iBeacon communication workflow.
Technologies included Swift, UIKit, Autolayout, CoreGraphics, CoreBluetooth, CoreLocation, Alamofire, PromiseKit.

**Recent Projects**

[RU] **iOS From Scratch Course**, 2021/02–2021/05.
Lecturer and course creator (Part-time). Project: GitHub course repository.
The course contains 20 lectures and the final assessment described requirements to follow and suggested theme to implement. Course aims to cover multiple topics necessary for iOS developer: Swift basics (e.g. variables, types, functions, classes, protocols etc), iOS frameworks (UIKit, Core Animation), memory management, concurrency (GCD), key-value data storage, network, development tools etc.
The goal of the course was to prepare students without computer science degree or any programming skills to the *junior iOS developer* job position.


**Education**

Master's Degree in Computer Science, 2017–2018.
Igor Sikorsky Kyiv Polytechnic Institute (KPI), Faculty of Biomedical Engineering.

Bachelor's Degree in Computer Science, 2013–2017.
Igor Sikorsky Kyiv Polytechnic Institute (KPI), Faculty of Biomedical Engineering.