

Serhii Puliaiev

Senior iOS Engineer

Berlin, Germany

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Skills And Experience

- Strong skills in Swift and core frameworks
- Strong skills in Objective-C
- Good knowledge of iOS app architectures (MVC, MVVM with RxSwift)
- Good knowledge of iOS development environment (XCode, Fastlane, Cocoapods)
- Good knowledge of the development process

Experience

Zalando SE (zalando.de) - Senior iOS Engineer

February 2021 - Present

Berlin, Germany

- Designed and integrated two features, which improves the customer's experience with an app
- Improved performance of all graphQL queries in the app (2-3 times, depending on screen)
- Organized internal workshop

Auto1 GmbH (auto1.com) - Senior iOS Engineer

December 2018 - February 2021 (2 years 4 months)

Berlin, Germany

- Interview candidates
- Rewrite code from Objective-C to Swift (for old products), which improves stability and allows faster integration of features
- Design and implement a new app from scratch. Use MVVM, RxSwift, Swinject, code generation (for testing, for registration of assemblies, for assets)
- Integrate screenshot testing, which allows decreasing the number of bugs count and allows control quality for critical parts of the application layout.
- Support CI for new and old projects (Fastlane, Jenkins). Allows to improve deploy time and integrate new modules (such as screenshot tests).
- Work closely with a team (personal code review, architecture discussions)

XCDS International LTD (xcds.com) - Senior iOS Engineer

April 2015 - November 2018 (3 years 8 months)

Kyiv, Ukraine

[Collabio Documents](#) - Collabio Documents is a powerful text and spreadsheet processor

- Refactored code which makes it easier to integrate new types of editors using the same code base (fast future feature delivery)

- Interviewed new team members
- Communicated with the core C++ team and then integrated features in the iOS application. This allowed increasing application performance by 30 percent.
- Used personal code reviews, continuous integration, agile

Samsung Ukraine R&D Center (samsung.com) - iOS Engineer (C++ Engineer)

October 2013 - April 2015 (1 year 7 months)

Kharkiv, Ukraine

[Wireless Audio Multiroom](#) - Multiroom is a system that enables listeners to enjoy tether-free entertainment in any room in the house, from virtually any audio source

- Refactored application to support a variable number of audio sources
- Numerous business trips to Korea to work closely with the hardware team
- Cooperated closely with the Android team to exchange ideas of the application design.

Postindustria (postindustria.com) - iOS Engineer

January 2012 - September 2013 (1 year 9 months)

Kherson, Ukraine

- Supported internal apps

[Simplepractice Practice Management](#) - an application that allows you to digitize the processes of private therapy practices with a focus on security and privacy.

- Implemented two components of the application
- Communicated with the customer to clarify requirements and deliver release in time

Research Institute of Information Technologies - Researcher

December 2009 - January 2012 (2 years 2 months)

Kherson, Ukraine

- Developed programming components using technologies ActiveX, MFC
- Worked with algebraic programming (APS) for "Analytical Geometry"
- Developed prototypes

Education

Kherson State University - Master's degree, Information Technology

2011 - 2012

Group's monitor. Internship in Austria, Alpen-Adria-Universität Klagenfurt in 2012.

Kherson State University - Bachelor's degree, Information Technology

2007 - 2011