

IOS DEVELOPER

KONSTANTIN BEZZEMELNYI

iOS Developer with 4+ years of experience delivering high-quality apps and contributing to architecture, testing, and automation. Focused on clean code and great user experience.

EXPERIENCE

iOS Developer (Launch Labs) | Relationship app

2023 DECEMBER - PRESENT

- Implemented a responsive SwiftUI interface with themes support, improving UI consistency across 5 devices and reducing UI-related bug reports by 30%.
- Developed a modular architecture using Swift Package Manager (SPM), breaking the codebase into modules, which decreased build times by 25%.
- Prevented long-term UI regression by integrating snapshot tests 11 onboarding screens and key app screens.
- Rewrote the calendar module to enhance user experience by adding smooth transitions, data caching, and reducing backend load.
- Built a custom chat module tailored to the app's AI assistant.
- Refactored app navigation and removed redundant cross modules dependencies.

Technologies: iOS (Swift), SwiftUI, REST API (Alamofire), MVVM + Router, Combine, Async/Await, SPM, Kingfisher, SwiftLint, Unit/Snapshot testing (XCTest), Firebase, Xcode Cloud, StoreKit, Push Notifications

iOS Developer (Launch Labs) | Coaching app

2022 MARCH - PRESENT

- Released a *remote coaching app* from scratch used by over 6,000 athletes.
- Delivered a major app feature with 150+ screens powered by backend-driven UI.
- Maintained and extended Authorization flow by creating UI for 14 screens containing flow Apple/Google auth and PDF documents signing.
- Automated app delivery, human-readable changelogs and slack notifications.
- Integrated AWS S3 services for storing files/media.
- Improved app flows via caching media and prefetching user data.
- Integrated analytics, A/B testing, and feature flags to support data-driven decisions and safer release cycles.
- Created custom video player component and integrated HLS streaming videos.
- Collaborated with designers, QA, and BAs to define product requirements and improve UX.
- Performed code reviews and shared best practices across iOS team to ensure quality and consistency.

Technologies: iOS (Swift), GraphQL(+sockets), REST API, AWS, MVVM/MVVM-C, Fastlane, Combine, Async/Await, UIKit (Programmatic/Storyboards), CocoaPods, SwiftLint, Unit/Snapshot testing (XCTest), AVFoundation, PDFKit, LaunchDarkly

CONTACT

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[LinkedIn](#)

[Github](#)

[Medium](#)

[Youtube](#)

SKILLS

- iOS development (Swift)
- MVVM/MVC/MVP
- GraphQL/REST API
- Design Patterns/SOLID/OOP
- UIKit/SwiftUI
- Combine
- Realm/CoreData
- Firebase Auth
- AWS S3
- CI/CD
- TDD
- Git
- Analytics, A/B tests

CERTIFICATES

- **English B2 FCE** – Score 175 (2021)
- **iOS Lead Essential Course** (2022)
- **Android Development course** (2021)

EDUCATION

IOS LEAD ESSENTIAL COURSE

Studied software architecture, SOLID principles, design patterns, TDD, CI/CD

June 2022 - June 2023

iOS Developer (EPAM Systems)

2021 SEPTEMBER - 2022 MARCH

- Developed the iOS native app in a team of 4 iOS Engineers team
- Covered code with tests for high app stability.
- Code-cross review.
- Studied within the internal pieces of training by senior developers.

Technologies: iOS (Swift), REST API, MVVM, UIKit, Fastlane, Gitlab, Unit/UI/Integration Tests, SwiftLint/SwiftFormat, AVFoundation, SPM

Android Developer (NDA)

2021 JUNE - 2021 AUGUST

- Worked in banking startup on Android native client.
- Developed screens, reusable UI components and navigation logic.
- Integrated REST API backend.

Technologies: Android (Kotlin), Clean Architecture, Jetpack architecture components, Retrofit (REST API), Firebase, Koin, Bitrise, Gradle