

## iOS ENGINEER

# KOSTIANTYN BEZZEMELNYI

Senior iOS Engineer with 5+ years building consumer-grade mobile products used by millions of users. Experienced in owning features end-to-end – with 4+ years of production experience in SwiftUI and Combine.

## EXPERIENCE

### iOS Engineer (Nanit)

2025 JUNE – PRESENT

- Owned iOS 26 adaptation for a large-scale mobile product with 3M+ active users
- Led the anniversaries feature redesign, boosting external app postcard sharing by 6x.
- Owned the diaries cross-platform redesign, refactoring platform business logic code to 100% reusable KMP and increasing daily user logging rate by 2x.
- Built a GitHub Actions workflow integrating Claude AI to automate Jira bug investigation and bug fix – resolving ~20% of bugs in a single dev review iteration.

*Technologies: iOS (Swift), SwiftUI/UIKit, Kotlin, Combine, REST API, MVI, SPM, Mixpanel, Firebase Unit/Integration testing, Github Actions, StoreKit, Push Notifications, Coralogix*

### Senior iOS Engineer (Launch Labs)

2022 MARCH – 2025 JUNE

- Released remote coaching app from scratch – used by 10,000+ athletes.
- Designed app architecture and built core feature with 150+ backend-driven UI screens.
- Maintained and extended authorization flow – delivered 14 screens with Apple/Google sign-in and PDF document signing.
- Automated delivery with changelogs & Slack alerts – cut release prep by ~40%.

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

### iOS Engineer (EPAM Systems)

2021 SEPTEMBER – 2022 MARCH

- Maintained >70% test coverage to ensure high app stability.
- Built a video player with automatic retry on network failures – reducing playback failure rate by 35% and improving stream completion rate to >90%.

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

### Android Engineer (SquareOne)

2021 JANUARY – 2021 AUGUST

- Developed UI components and delivered features for a banking Android app within a fast-moving startup team.

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

## CONTACT

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[LinkedIn](#)

[Github](#)

[Medium](#)

[YouTube](#)

## SKILLS

- iOS (Swift)
- UIKit/SwiftUI
- GraphQL/REST API/WebSockets
- Design Patterns/SOLID/OOP
- Combine
- MVI/MVVM/MVC
- SPM
- Realm/CoreData
- Firebase
- CI/CD
- TDD
- Git, Gitflow
- Analytics, A/B testing

## CERTIFICATES

- **English B2 FCE** – Score 175 (2021)
- iOS Lead Essential Course (2022)
- Android Development Course (2020)

## EDUCATION

### Bachelor's degree in Computer Science – Kharkiv Polytechnic Institute

Educational program: Modern Programming, Mobile Devices and Computer Games

### iOS Lead Essential Course

June 2022 – June 2023