

**Your Apple macOS / iOS / tvOS platforms developer.
Huge expertise in Team Management.**

Work History

03/2023 Present	IGR Soft	Senior macOS/iOS/tvOS Developer <ul style="list-style-type: none">• Researching and developing MVVM-C App on Swift + SwiftUI for the macOS platform.• Work with AI Services (like ChatGPT).
05/2017 02/2023	Grid Dynamics (Daxx)	Team Lead / Senior iOS Developer <ul style="list-style-type: none">• Rewritten buble.io app (Obj-C) to Swift.• Optimised object mapping up to 10 times, memory usage up to 7 times and decreased app size by 4 times.• Improved communication with server-side.
04/2016 04/2017	IGR Soft	Senior iOS/macOS/tvOS Developer <ul style="list-style-type: none">• Developed and supported MVC App on Objective-C and Unit tests for iOS, tvOS and macOS platforms.• Implemented Chat on TCP/IP + WebSocket.
10/2013 04/2016	Catalyst Apps	Senior Game Developer <ul style="list-style-type: none">• Developed Objective-C++ Game for iOS platforms.• Communicated with Front-End, Designer and QA teams.
03/2012 10/2013	WebDevs	Senior Software Developer <ul style="list-style-type: none">• Developed and supported MVC Apps on Objective-C for iOS and macOS platforms.• Communication and control CISCO devices.
09/2011 03/2012	DataArt Solutions	Game/Software Developer <ul style="list-style-type: none">• Developed Games and Apps on Objective-C for the iOS platform.• Communicated with Front-End, Designer and QA teams.
11/2008 08/2011	Gameloft	Technical Lead / Senior Developer <ul style="list-style-type: none">• Managed macOS teams and worked with the Backlog and Jira tasks.• Developed C++ Games for iOS and macOS platforms.• Optimised UI engines, implemented new features to a game engine.• Communicated with Front-End, Designer and QA teams around the world departments.
08/2006 08/2008	SP Evseev	System / DB Developer <ul style="list-style-type: none">• Developed and supported a Database system for e-commerce.

Education

09/2008 07/2011	Master: Specialty Automated Control of Technological State Technical University of Agriculture - Ukraine Department Power engineering and the computer technologies, specialty Automated Control of Technological Processes & Production
09/2003 07/2006	Bachelor: Programmer - Mathematician Kharkiv Patent-Computer College - Ukraine

Accomplishments

- Awards: in OpenSource
<https://dou.ua/lenta/articles/github-top-2017>
- Portfolio:<https://igrsoft.com/info/vitalii/portfolio.pdf>
- Site: <https://igrsoft.com>

Vitalii Parovishnyk

Senior Software
Developer

Contact

Location

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LinkedIn

<https://www.linkedin.com/in/vitaliip>

GitHub

<https://github.com/IGRSoft>

Languages

English: (B1-B2)

Ukrainian: (Native)

Russian: (Native)

Skills / Frameworks

Swift, SwiftUI, Combine, SPM,
Objective-C, UIKit,
Networking, URLSession, Alamofire,
Multithread, GCD, async,
CoreData, CloudKit, StoreKit,
CoreLocation, CoreServices,
AVFoundation, AVKit,
AppKit, XPC, CryptoKit,
CoreGraphics, CoreVideo,
Unit Test, UI Test, XCTest,
Architect patterns, MVVM-C, MVC,
OOP Design, Design Patterns,
Team leadership skills,
C, C++, Python, Bash (scripts).

Completed Projects (displayed 9 of 29):

App to manage e-cars (NDA)

App provides a services to charge e-cars.

Customer: Griddynamics (NDA).
Position: Team Lead / Senior Developer.
Languages: Objective-C, Swift.
Platform: iOS (iPhone).
Technologies: Alamofire, URLSession, Codable, Keychain, Multithreading, Stripe, Braintree, another 7 payment API, CoreGraphics, UnitTest / UITests.

Role:

- Managed iOS team;
- Architecture: replaced MVC with MVVM-C and Obj-C to Swift migration;
- Networking: developed client-server logic and structure;
- Payment: Integration API;
- Writing services and managers;
- Parsers, improved object mapping 10 times;
- Developed internal tools;
- Setup and maintenance of CI/CD.
- GUI: developing and improving.
- UnitTest

Elmy

Book an appointment with the best masters in the beauty and health industry anytime and anywhere

Customer: Elmy.
Position: Senior Developer.
Languages: Objective-C.
Platform: iOS (iPhone).
Technologies: AFNetworking

Role:

- Networking: developing client-server logic;
- Chat;
- GUI: developing and improving.
- UnitTest

Pet Buddies

House Decorating and Dress Up game.

Customer: Catalyst Apps.
Position: Senior Developer.
Languages: Objective-C, C++.
Platform: iOS (iPhone/iPad).
Technologies: URLSession, CoreGraphics, AVFoundation, Cocos2d, GAF, Multithreading, CoreData.

Role:

- Game/GAF Engine Development;
- Improved cocos2d lib;
- Database: developing and migration;
- Character: developing behaviour;
- Networking: developing client-server logic;
- GUI: developing and improving.

The Settlers

Plunge into this adaptation of the critically acclaimed PC game, widely popular for offering a well balanced mix of strategy and building management, now with optimized gameplay for iPhone / iPod touch.

Customer: Gameloft.
Position: Middle Developer.
Languages: C++, Objective-C.
Platform: iOS (iPhone).

Role:

- Ground system development,
- Designing Tutorials,
- Game Tools development,
- Developing Audio Engine.

LockWatcher

Allows you to detect who is touching your macOS.

Customer: IGR Software (myself).
Position: Tech Lead.
Languages: Swift, Objective-C.
Platform: macOS (iPhone).
Technologies: SwiftUI, URLSession, Codable, Keychain, Multithreading, AVFoundation, CoreVideo, Dropbox, CryptoKit.

Role:

- Architecture: developed MVVM-C;
- macOS Reverse Engineering;
- XPC: developing and research;
- GUI: developing and improving.
- UnitTest

Libraries

IGRPhotoTweaks: Drag, rotate, scale and crop photos,
IGRFastFilterView: Shader Filters View
PhotoSnap: A command line utility to capture an image from the built-in camera

Contributing

KisMac2: Tools to Check security for Wi-Fi Network.
Stripe, Braintree payments: fixed bugs in payments.
