## iOS developer, **8+ years** experience +49 (155) 132-4321 GMT+3

# ANTON NAZAROV

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#### **ABOUT**

iOS developer with **8 years** of commercial experience, working in teams ranging from 2 to 40 members, both remotely and on-site. Have 2 years of **team-leading** experience. Built full cycle of development: from gathering product owner requirements to establishing fully automated release process with high test coverage, detailed analytics and CI/CD. Expert in functional reactive programming and declarative UI implementation, had multiple contributions to RxSwift and TCA.

In addition to core iOS knowledge, implemented multiple features involving low-level graphics and machine learning. Passionate about the evolution of Apple's ML/AI features and stay up-to-date with these topics. My hobby is building a personal brand by teaching iOS courses at my university (2+ years), presenting tech talks at conferences and publishing articles on a blog.

#### SKILLS

**iOS:** Swift, Objective-C, SwiftUI, UIKit, Combine, RxSwift/RxCocoa, Realm, CoreData, Alamofire, MVVM, MVI, TCA, Moya, ARKit, SceneKit, Metal, MPS, Vision, CoreML, XCTest, Quick, Nimble, AVFoundation, CoreAnimation, CoreGraphics

Other: C++17, Fastlane, CocoaPods, SPM, SwiftLint, Sourcery, TeamCity, Git, web3

### **EXPERIENCE**

AUTODESK: 04/2022 - PRESENT, 2+ YEARS

- Served as an on-call engineer, reducing the average response time for all customer-reported bugs to under 4 hours
- Increased the number of unit tests from **3,688** to **4,104** to reduce the number of customerreported bugs (I was really tired of dealing with them)
- Increased crash-free users rate from 87.6% to 94.2%
- Added offline mode to the app, which increased the average user session duration by 17% Technologies: UIKit/SwiftUI, RxSwift/RxCocoa, Realm, MVVM, XCTest/XCUITest

GLOVO: 04/2021 - 04/2022, 1 YEAR

- Worked on the payment experience squad, decreased "failed payment" metric from **8%** to **4%**, significantly boosting the company's profits.
- Integrated Apple Pay into the application over a 4-month period, leading and coordinating multiple teams (business, design, backend). **23.4%** of users adopted Apple Pay as their payment method within a month after release and increased AppStore rate to **4.5** (from 4.3)
- Added UI tests to the release pipeline (Fastlane), reducing the number of UI bugs by **7%** *Technologies*: UIKit/SwiftUI, ReactiveKit, SnapKit, PassKit, XCTest/XCUITest, Fastlane

CRISALIX: 02/2020 - 04/2021, 1.2 YEAR

- Worked with CoreML models to create an AR experience that predicts the result of plastic surgeries with selected parameters (chest, face) **offline** in realtime
- Increased the frame rate from 28 to 44 by optimizing Metal shaders
- Created a cross-platform C++ core, enabling code-sharing between iOS and Android, which
  reduced development time by ~3 months

Technologies: UIKit, ARKit, SceneKit, CoreML, CoreGraphics, C++14, Metal, MPS

<u>APPLE</u>:10/2018 - 02/2020, 1.3 YEARS <u>ZERION</u>: 2/2019 - 09/2020, 1.6 YEARS <u>SCAL.IO</u>: 8/2017 - 2/2019, 1.5 YEARS <u>EPAM</u>: 2/2015 - 8/2017, 2.5 YEARS

# **EDUCATION**

POLYTECHNIC UNIVERSITY, ST. PETERSBURG – BACHELOR, 2014 - 2018
Information and computer science
POLYTECHNIC UNIVERSITY, ST. PETERSBURG – MASTER, 2018 - 2020
Development and maintenance of a high-quality software product

# PERSONAL BRAND

I actively post on <u>Medium</u> and started <u>a Youtube</u> channel with mock interviews and answers to iOS devs' frequently asked questions. Here are tech talks about <u>RxSwift</u> and <u>Combine</u>, as well as about proper <u>onboarding</u> and <u>hiring</u>. A <u>sad story from my career</u> and an IT <u>stand-up</u> to laugh a little.