

Bohatyrov Nikita

IOS developer

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Location: Ukraine, Odesa

Technical Skills:

Languages: Swift, TypeScript, JS, Python, Metal

Frameworks: UIKit, SwiftUI, Capacitor, MetalPetal, StoreKit, Combine, AWS, AVFoundation expert.

App Services: XCTest, GCD, Core location, URL session, Sentry, Async-Await, Multithreading, new Relic, BackgroundTasks, REST api, SwiftLint, Stream uploading

Graphics: Core Graphics, Core Animation, CoreImage, Metal pipeline, AVAssetWriter

Data Bases: Firebase Realtime DataBase, Firebase Firestore, CoreData, Realm database, neoForj

Languages:

English: C1 **Russian:** Born language **Ukrainian:** Born language

Experience:

Intublade:

App still in development.

- Created application for medical equipment using AVFoundation and Metal
 - Adopted Pydnet model for better performance and edited for app's demands
 - Implemented real time video processing while recording using AVAssetWriter
 - Implemented and adapted FCRN AI model for depth perception for live video
 - Created custom Metal pipeline for edition photo, video and live cam
 - Worked with memory management to acquire all devices down to iPhone 5
- Basic tech stack(UIKit, Metal, ML, external devices)

Digifico GmbH:

Chanty - team collaboration:

Link: <https://apps.apple.com/us/app/chanty-team-collaboration/id1272755325>

- worked at Slack competitor product with over 500k users all over the world
- implemented native transport plugin for hybrid development architecture shifting push notifications, web socket, call kit and REST api to native level
- wrote various features on TypeScript and JavaScript wiring my native functionality to the project

- implemented silent push notifications application updates as well as bg app refresh to bring ux to the next level
- created various solutions for data serialization, storing in core data and memory management.

Basic tech stack (Angular, TS, JS Capacitor, CallKit, BackgroundTasks, REST, Sentry)

Photo App CM:

Link: <https://apps.apple.com/ru/app/photo-app-cm/id6459618971>

- created application to create datasets for ai model training
- implemented various AWS services to setup working relations with back end.
- created Restful solutions
- solved the problem of uploading up to 10k images to cloud services in one session in places with very bad network speed.

Basic tech stack (SwiftUI, AVFoundation, AWS amplify, cogito, appsync, s3, BackgroundTasks, Multithreading, FileManager, new Relic)

NoName Digital:

- created several game-like applications
- led development from scratch
- created interactive game map using Map kit
- created complex ui using SwiftUI with high scalability and low memory load.

Basic tech stack (SwiftUI, UIKit, MapKit, DropBox fetch, Realm, CoreAnimation, Adaptive design)

Exitek.io:

Plasma - slim skinny reshape:

Link: <https://apps.apple.com/ua/app/plasma-slim-skinny-reshape/id1671843069>

- implemented various solutions for memory management leading to significant memory consumption drop up to 69%.
- created own image editing shaders using Metal,
- implemented side part filters for all reshape body features.
- enhanced application data pipeline to enable editing 4k resolution images.
- implemented share extension from beyond the app.
- .made contribution in open source libraries to meet or business goals
- implemented complex ui using SwiftUI, Combine
- created multiple most used features of photo editing application, resize and reshape images, crop, blur etc.
- created complex ui, unit and performance tests to improve application's user experience leading to up to 99.92% of errorless users.
- implemented various code architecture design patterns to ensure production code is scalable and solid.

Basic tech set (SwiftUI, UIKit, Python, Metal, Machine learning)

Education:

ONPU(2022- present): Bachelor of Software engineering

ONMU(2019-2023): Bachelor Maritime Navigation