

Yura Voevodin

Many years of programming experience, bachelor's degree in Computer Science. I live in Sumy, Ukraine with my family, so I'm interested in remote job only.

Experience

2020 - 2022

Software Engineer (iOS, Swift) at [Clowder](#)

Role and responsibilities:

- Create copies (apps) of the **Core** product and enable/disable product modules
- Integrate user profile with custom fields to the clones of the **Core** product
- Work with Git by GitFlow methodology, resolve merge conflicts
- Support existing apps and update to the latest **Core** version
- Create proposals and make changes in the **Core** product

2020 - 2021

Software Engineer (iOS, Swift) at [CoachNow](#)

Main responsibility here is to support the CoachNow app (iOS and iPadOS) and add new features. It's an app with a long history (8+ years) and mixed codebase (Objective-C and Swift) with a lot of dependencies.

Role and responsibilities:

- Make code reviews
- Publish new versions of the app to the **TestFlight** for internal testing and to the **App Store**
- Rewrite code from Objective-C to Swift
- Implement screen recording with ReplayKit framework
- Implement "pinned posts" feature
- Make improvement and fixes

2016 - 2020

iOS, iPadOS and macOS Apps Developer at [App Dev Academy](#)

I have participated in development, publication and support of **10+ iOS apps** and one macOS app.

Role and responsibilities:

- Design an architecture and create an apps from scratch
- Create user interface with **Storyboards** and **XIB** files
- Use UIKit and create **custom UI** components
- Design a database architecture and use **Core Data** framework
- Write code on Swift programming language
- Implement networking layer - **REST API**
- Integrate third-party dependencies (**Firestore**, **Crashlytics**, etc.)

2012 - 2016

PHP Developer at [bvblogic](#)

I build websites on PHP programming language, using frameworks such as Laravel, Kohana, Codeigniter, Yii. Also, I used CSS3, HTML5, jQuery, and Bootstrap for the frontend. First experience of building and supporting commercial projects.

2012 - 2013

Senior Laboratory at [Laboratory of distance learning](#) at [Sumy State University](#)

I worked on simple training apps for students on Java and an internal framework. Also convert Microsoft Word documents to HTML pages as part of my job there.

2007 - 2008

Laboratory Technician at [Polytechnic College of Konotop Institute of the SSU](#)

At college, my job was to configure, maintain and update PCs on Windows 98 and XP. Also, I helped students to make homework done.

Skills and Technologies

Git, OOP, Swift, MVC, UIKit, Auto Layout, SwiftUI, Core Data, REST API, TestFlight, In-App Purchase

Some projects I've worked on

[My University](#) (iOS app)

Timetable for students and teachers.

It's an open source project. You can check out GitHub's repository - [university-my/ios](#)

Technical info:

- Written in Swift
- User interface created with Storyboards
- MVC architecture
- URLSession for network requests to REST API
- Core Data as offline storage

PROVEIT (iOS app)

Quiz and casual games where players can play for real money.

Technical info:

- Written in Swift
- UIKit and custom UI components
- User interface created with Storyboards and XIB files
- Cocoapods as dependency manager
- MVC architecture
- Apple Pay and Push Notifications integration
- Third-party integrations: Firebase, Crashlytics

Role and responsibilities:

- Design app architecture and create app from scratch
- Implement networking layer - REST API

Chronograph (iOS app and macOS app)

Time tracker that allows you to work by “*Pomodoro technique*” and plan your tasks.

Technical info:

- Written in Swift
- User interface created with Storyboards and XIB files
- Cocoapods as dependency manager
- MVC architecture
- Third-party integrations: Firebase, Crashlytics

Role and responsibilities:

- Design architecture and create app from scratch
- Design a database architecture and use Core Data framework
- Implement background sync with a remote server via the REST API
- Swift codebase and third-party dependencies
- Shared codebase between iOS and macOS versions of the app
- Implement custom layout of the "timer" and "clock"
- iPad version of the app
- Implement "statistics screen" on the SwiftUI
- Integration of Analytics and In-App purchases

Contacts

Email voevodin.yura@icloud.com

Github [yura-voevodin](https://github.com/yura-voevodin)

Twitter [@voevodin_yura](https://twitter.com/voevodin_yura)

LinkedIn [yurivoevodin](https://www.linkedin.com/in/yurivoevodin)

Instagram [@voevodin.yura](https://www.instagram.com/voevodin.yura)

Facebook [yura.voevodin](https://www.facebook.com/yura.voevodin)

Telegram [@voevodin_yura](https://www.telegram.com/@voevodin_yura)

THANKS FOR READING!

P.S. Check out my [website](#)