

iOS Engineer

PAVEL BOHOMOLNYI

Amsterdam, NL

[Portfolio](#) · [My apps](#) · [LinkedIn](#) · [GitHub](#)

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PROFILE

I am a software engineer with experience working on various projects and for different companies. I have successfully worked as a solo iOS developer for small companies and as part of large, collaborative teams, and successfully launched my apps on the App Store. I am a team player, highly organized, detail-oriented, and self-motivated, with a solid ability to learn quickly and solve complex problems. I am committed to professional growth and fostering positive, productive relationships within my organization.

SKILLS

Swift programming language, iOS SDK and frameworks, UIKit and SwiftUI, Design Patterns(MVVM, MVC, TCA), Auto Layout and Interface Builder, Swift tests, Unit testing, CoreBluetooth, Core Data, SwiftData, Supabase, Firebase services, Networking and RESTful APIs, Fastlane, Multithreading and concurrency, Async/Await, PromiseKit, Combine, Performance optimization techniques, Continuous integration and continuous deployment, Git and version control systems, Agile methodologies and Scrum, Research and technology evaluation, App Store submission and distribution, Figma, Zeplin, Apple Watch, Widgets, iPadOS and macOS apps.

EMPLOYMENT HISTORY

My own apps

I have two active apps in the App Store. The idea of the first one is to help people quit smoking. From a technical perspective, it serves more as a playground for me as a developer, where I can test the latest frameworks and my own ideas. For instance, I wanted to build the app using Swift 6, exclusively async/await, Swift tests, and incorporate features like Apple Watch, widgets, RevenueCat, and other services for analyzing user data, such as Firebase Analytics and Crashlytics, etc.

[No Smoke App](#)

The second one is a meal planner, a personal assistant designed to help people organize their weekly meals. It includes an Apple Watch companion app, auto-generated grocery lists, and a community where users can share their recipes or explore others' creations.

[Nom Nom](#)

At the moment, I am developing another app, which is about 98% complete and will be released soon. This time, I plan to be more involved in marketing and the financial aspects. The new app runs on iPhone, iPad, macOS, and Apple Watch, with backend integration, a landing page, and a marketing campaign.

Sep 2024 — current

iOS Developer, Findwhere — Noordwijk, NL

My main focus is developing the EMS app, which includes many features designed to save lives and provide timely incident information. It uses the user's location for quick incident alerts and offers audio and video chat for effective communication. Additionally, it connects via Bluetooth to link with physical emergency buttons for immediate assistance, among other functionalities. I also worked on

implementing new technologies and fixing bugs. I completely rewrote the app from scratch using the latest modern technologies and libraries, adding new screens, features, and interactive widgets. I designed an entirely new interface, allowing us to onboard more clients. Furthermore, many third-party services were integrated to track data, analytics, crash logs, and more. Also, we developed the fully operational Connect app, commissioned by the Dutch government, which partners with various municipalities to give refugees quick access to essential information from

Jun 2024 — Sept 2024

iOS Developer, Simple things — Remote

The app combines basic user needs in one place, allowing users to control everyday tasks, create reminders, track activity with HealthKit integration, and quickly access weather views and cryptocurrencies on the dashboard, etc. The MVP version is entirely written in SwiftUI and uses async/await. Additionally, I have created a roadmap with new features and updates for the app's following 4 major updates.

Feb 2023 — Jun 2024

iOS Developer, Skopei — Den Haag, NL

The Topology app is part of a Skopei platform allowing users to access cars, bicycles, boats, properties, and all other shareables. As an iOS developer, I managed all the processes related to this app, from the most minor UI fixes to larger projects to distribution to the App Store. I have communicated closely with the Android developers, UI-UX designers, Product Owner, business, and testers. In short all stakeholders. In addition to my core work as an iOS developer, it was very important to spend time writing documentation using Atlassian software (like Jira and Confluence).

[Topology in de App Store](#)

[Skopei in de App Store](#)

Jul 2021 — Nov 2022

iOS Developer, Krepost — Vinnytsia, Ukraine

I participated in developing a user profile screen, a medicines database, enhancing the search engine, and implementing other minor screen improvements.

Oct 2019 — Jul 2021

Head of Logistics Department, Irani Corp (Factory54) — Tel Aviv, Israel

As head of the department, I was responsible for cargo logistics, transportation organization, and business communications. Together with our team, we adjusted the department's business model to the new realities during the pandemic. In this way, we grew in the count and speed of work and increased the volume of deliveries and the company's profit.

EDUCATION

Aug 2020 — Nov 2020

iOS Development Bootcamp Online, London, UK

Dec 2020 — Aug 2022

Full Stack Java Developer, "Tel Ran" — Rehovot, Israel

A fundamental course for full-stack developers. Learned how to create modern websites and web apps using HTML, CSS, JavaScript, and React.

Sep 2010 — Jul 2017

MD, National Pirogov Memorial Medical University

Faculty of Dentistry.

COURSES

May 2022 — Oct 2022

Full Stack iOS Development Course, CodeWithChris — Online

Practice writing better and cleaner code.

Oct 2022 — Dec 2022

Developing Apps for iOS, Stanford University — Online

Advanced course on working with SwiftUI.

Mar 2022 — Sep 2022

iOS App Development Course — Udemy

Interface Builder, auto layout and responsive UI, Control Flow, App Design Patterns, Networking, JSON, APIs, Core Location, Firebase Cloud Firestore, Cocoapod Dependencies, Git and Version Control, Core Data, and Realm.

Jan 2022 — Mar 2022

Web design, UI/UX, Study Kvo — Online

An extensive course on designing modern design of websites and mobile applications. Design basics, responsive design, working with Figma.

Aug 2020 — Nov 2020

iOS development, Web-academy — Kyiv, Ukraine

Introductory course on mobile application development and simple server-side solutions.

INTERNSHIPS

May 2022 — Nov 2022

SwiftUI Internship, "Credo Academy" — Remote

Async/Await, APIs, JSON, MVVM design pattern, animation, swipes, and gestures, UX/UI.

VOLUNTEERING & ACTIVITIES

Jul 2022 — December 2022

Volunteering, Cordaan — Amstelveen, NL

Helping older people with their leisure time, accompanying them to events and games, helping with food, and communicating.

Currently attending Swift courses at Coursera, various iOS conferences, meetups, etc.

Cycling, running, reading books, traveling.