NIKITA KHOMITSEVYCH

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Software engineer with over 10 years of experience in developing software for Apple platforms (iOS, macOS, tvOS) and web applications (React, Next). For the past 5 years, I have exclusively worked in distributed software development teams. I have served as a team lead or a software architect across various mobile and cross-functional projects. My primary areas of expertise include FinTech, Social, Healthcare, and Health & Fitness.

Experience

Senior iOS Engineer   Jul 2024 – Jan 2025
Loblaw Digital (Top-1 Canadian retailer)

- Built a new **subscription mechanism for physical products** in stores, enabling users to subscribe to products they order consistently without needing to reorder manually each time.
- Developed the knowledge base for the iOS team using Coda.io, creating **dozens of internal documents** to structure the iOS app architecture by layers.
- Led a technical proposal to introduce the **Single Responsibility Principle (SOLID)** by extending the MVVM architecture with the "UseCase" layer, streamlining unit test creation.

Software Engineer   Nov 2023 – Jan 2025
Wurthy (Profitable solutions for growing businesses)

- Developed a business web application (boost sales and generate monthly recurring revenue) and a customer web application (flexible checkout experience for buyers).
- Built both web apps using **Next.js 15, React v19, Tailwind, Postgres (Supabase), and Prisma ORM**.
- Built AI-driven customer workflows with **custom AI agents** to verify buyers' financial status and assess business risk profiles.

Founding iOS Engineer   Jan 2023 – Oct 2023
Wurthy (Make P2P payments over time)

- Developed an MVP iOS application to deliver a brand-new **"Buy now, pay later" C2C** experience. *Sunset the iOS app* after the product pivot shifting to B2C PaaS.
- Managed a **team of 3 iOS engineers**. Led the technical aspects of the project.
- Established the minimal target tech stack for iOS 16+, including **SwiftUI, NavigationStack routing, async/await**. Divided the codebase into Domain, Service, and Application modules.

Software Engineer (Web Frontend, macOS)   Jun 2022 – Nov 2022
Fluxon (Product and outsourcing development distributed company)

- Developed the front-end part of the taki.app. Technologies included TypeScript, React, Next.js, GCP, Firebase and Firestore.
- Led the development of the Notiblast macOS application. App's goal is to remind about the upcoming meeting in your Google calendar, blasting upfront on your screen. Technologies included Swift, SwiftUI / AppKit, Combine and XCTests.

Senior iOS Engineer   Jan 2020 – Apr 2022
Life360 Inc. (Family safety through location sharing)

- Managed a **team of 4 mobile developers (Android and iOS)**, tackling requirements processing, delivery responsibilities and people management.
- Developed Lead Generation feature to provide specific offers for customers from auto insurance companies (30+ million MAU, end of Q1 2022).
- Developed user's driving experience workflow, created brand new *Driving* tab to see driving statistics and promote safe driving. Technologies included Swift, UIKit, RxSwift, Uber RIBs, XCTests.

iOS Software Engineer   Nov 2018 – Dec 2019
BetterMe USA (Personalized holistic wellness solution)

- Most of my contributions were in the Health Coaching and Mental Health apps including building both apps from scratch using the Redux architecture. I also rewrote the entire BetterMe: Weight Loss Workouts app, transitioning it from VIPER to Redux.
- Developed a series of Fastlane scripts on Ruby to build an automated CI/CD pipeline, such as uploading new strings for localization in over 10 languages.

iOS Software Engineer   Oct 2015 – Sep 2018
CyberVision, Inc.
Project: Nuvo: applications for pregnant and doctor.

- Developer iOS applications for manufactored FDA cleared device for remote nonstress tests for pregnant to monitor real-time health indicators.
- Architectured and developed a separated SDK to deal with device via Bluetooth Classic. Supported FDA and MFi device certification from engineering side.
- The application was designed to scale in mind using VIPER design pattern and BDD testing approach (Quick, Nimble).

Projects

Online Course iOS From Scratch [RU]   Feb 2021 – May 2021
Source: *hamsternik/robotdreams-ios-course*

Created and taught a group of 12 students. The course included 20 lectures and a final assessment that outlined the requirements to follow and suggested thems for implementation. The course aimed to cover essential topics for iOS development, including Swift language fundamentals, memory management, UIKit iOS framework, concurrency (GCD) and networking basics. The goal of the course was to prepare individuals without a computer science degree or prior programming experience for a *junior iOS developer* position.

Education

Master's Degree in Computer Science   2013–2018
Igor Sikorsky Kyiv Polytechnic Institute, Biomedical Engineering Department