Afanasieva K

iOS Developer, 5+ years experience
Remote or Belgium, Bullingen, Belgium
https://tl.instadost.com/profile/ios-developer-afanasieva-k/talf6479

+91 9820045154 | hr@talrn.com

I am a seasoned iOS developer with about five years of experience, dedicated to finding innovative solutions for everyday challenges. My expertise extends across diverse industries, including music, retail, EdTech, Regulatory Technology, FinTech and trading. Throughout my career, I have successfully developed and supported applications in these domains, showcasing a deep understanding of the intricacies of iOS development. My commitment to staying abreast of the latest technologies ensures that I bring cutting-edge solutions to the table, making me well-equipped to tackle a wide range of projects.

INDUSTRIES: Education, Enterprise, Trading

TECHNICAL SKILLS

• Swift language	4 years & 6 months
• Object Oriented Programming OOP	4 years & 6 months
• SOLID	4 years & 6 months
• Rest API	4 years & 6 months
• ObjectiveC	1 years & 6 months
• C++	1 years & 2 months

SOFT SKILLS

Teamwork, Communication, Problem-solving, Time management, Critical thinking

PROJECT DETAILS

• Maneno March-2022 - May-2023

Project Description: App for kids to develop reading skills. App is a library of e-books with subtle gamification and interactive features.
Responsibilities: Responsibilities included implementing various UI flows and a significant portion of the business logic, including bug fixing and support for iOS SDK for UI elements. Developed gamification using Cocos2d-x, created new flows, and wrote the API layer. Memory usage optimization tasks. Also contributed to sprint planning, analyzed and planned new features implementation.
Technologies: Swift · UIKit · Objective-C · C++ · MVVM + C · SOLID · Object-Oriented Programming (OOP) · Cocos2dx · Mobile Game Development · Development of mobile applications · CleverTap · Firebase · Performance Improvement · Memory Management · Teamwork
Industry: Education
Link: https://apps.apple.com/us/app/maneno-reading-starts-here/id1627988169

• Protean June-2021 - March-2024

Project Description: App provides a digital means to complete customized regulatory compliance inspection checklists. Inspectors are able to view attributes of a regulated facility and associated equipment in-app.
Responsibilities: Implemented many different UI flows and a large part of business logic. Bug fixing. Implemented new flows. Memory usage optimization. Re-write app on new code base
Technologies: Swift · RxSwift · UIKit · MVVM · MVVM + C · REST API · Memory Management · Performance Improvement · Firebase · Teamwork
Industry: Enterprise
Link: https://apps.apple.com/ua/app/prote%C3%A4n/id1556719769

• Exinity June-2021 - January-2022

Project Description: The app offers online investment and trading solutions, allowing users to invest in stocks or CFDs and trade across diverse global markets, including stocks/shares, currency pairs, gold, commodities, and indices.

Responsibilities: Responsibilities included implementing various UI flows and a significant portion of the business logic, including bug fixing. Additionally, created an iOS SDK for generating screens.

Technologies: RxSwift · Swift · UIKit · VIPER · SOLID · GraphQL · Object-Oriented Programming (OOP) · Teamwork

Industry: Trading

Link: https://exinity.com/en-int/world

EMPLOYMENT HISTORY

• iOS Developer June-2021 - March-2024

Description: Responsibilities: Implemented many different UI flows and a large part of business logic. Bug fixing. Implemented new flows. Memory usage optimization. Re-write app on new code base.

• iOS Developer March-2022 - May-2023

Maneno

Description: Responsibilities included implementing various UI flows and a significant portion of the business logic, including bug fixing and support for iOS SDK for UI elements. Developed gamification using Cocos2d-x, created new flows, and wrote the API layer. Memory usage optimization tasks. Also contributed to sprint planning, analyzed and planned new features implementation.

• iOS Developer June-2021 - January-2022

Exinity

Description: Responsibilities included implementing various UI flows and a significant portion of the business logic, including bug fixing. Additionally, created an iOS SDK for generating screens.

• iOS Developer February-2021 - June-2021

Erudito

Description: Responsibilities included UI development, implementing modular MVVM architecture, integrating business logic and APIs. Also contributed to sprint planning, analyzed and planned new features, and configured in-app purchases.

• iOS Developer January-2020 - January-2021

Appus Studio

Description: Responsibilities included developing the application from scratch, including user interface design and integration with API. Implemented document scanning integration, extensive business logic, app localization, and push notifications.

CERTIFICATION

• Git for distributed software development by The Linux Foundation 2024

• Machine Learning by Prometheus 2024

• CCNA Routing and Switching: Introduction to Networks by Cisco Networking Academy 2018

EDUCATION

• Masters degree in Automation and computer integration technologies from V. N. Karazin Kharkiv National University 2019 - 2020

• Bachelors degree in Systems Engineering from V. N. Karazin Kharkiv National University 2015 - 2019

+91 982 004 5154 Talrn- Labor Omnia Vincit hr@talrn.com

LANGUAGES

• English - intermediate

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