Fedor Prokhorov
iOS Developer based in London, UK

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Education Summary

Saint-Petersburg State University of Industrial Technologies and Design   St. Petersburg, Russia
Bachelor of Computer and Information Science   *Sep 2014 – Aug 2018*
Automated Data Processing and Management

Work Experience

SquaDeFi (ex. Qure.Finance)   San Francisco, CA (Remote)
Lead iOS Developer   *Nov 2020 – Nov 2023*

UIKit, SwiftUI, SnapKit, RxSwift, RxCocoa, Clean MVVM, CoreData, Apollo GraphQL, XCTest, XCUITest, StoreKit

- Increased user engagement and activity by **20 times** by developing infrastructure for stock and crypto trading.
- Increased app's revenue by **100%** by implementing subscriptions and consumable in-app purchases.
- Elevated product market reach by implementing a web3 wallet infrastructure for seamless Ethereum transactions, including smart contract interactions.
- Developed a modular and scalable app architecture with **12** separate modules, thereby reducing the compilation time of the project by more than **50%**.
- Wrote **more than 400** unit and snapshot tests, resulting in **99%** crash-free users according to crash reports.
- Boosted app development cycle efficiency by configuring CI and CD infrastructure using Xcode Cloud.
- Led the iOS team of three developers and actively participated in UI design process with product team.

BCS   St. Petersburg, Russia
Senior iOS Developer   *Nov 2019 – Feb 2021*

UIKit, SnapKit, RxSwift, RxCocoa, UDF (ReactorKit), TDD, Realm, Moya, XCTest, RxTest, RxBlocking

- Increased user engagement by developing product features that impacted more than **120,000** DAU.
- Increased chart usage by **15%** by developing a multi-touch interaction with charts and enhancing UX in general.
- Reduced defects by **20%** by participating in unit test development and helping configure and run autotests, improving code quality and reliability.
- Contributed to the development of reusable UI components that have been adopted by multiple iOS development teams, increasing efficiency and consistency across the app's features.

ARROUND   St. Petersburg, Russia
iOS Developer   *Jun 2018 – Nov 2019*

UIKit, MVC, Realm, Alamofire, XCTest, ARKit, SceneKit, SpriteKit, Metal, CoreGraphics, AVFoundation, Vision

- Developed innovative AR solution enabling users to share and discover AR content in a new way.
- Optimised size of 3D models and their textures by **80%**.
- Increased user sign-ups by **30%** by integrating social media SDKs for user registration and login.
- Participated in the development and testing of the most productive and fastest framework for recording video during an AR session - SCNRecorder.

Programming Skills

- UIKit, SwiftUI, SnapKit, Combine, RxSwift, RxCocoa, CoreData, Realm, Apollo GraphQL, Alamofire, Moya, ARKit, SceneKit, SpriteKit, Metal, Vision, AVFoundation, CoreAnimation, CoreGraphics, StoreKit, XCTest, XCUITest.
- CocoaPods, Swift Package Manager, Xcode Cloud, Bash, Git.
- Algorithms, Data Structures.

Additional Information

- Skills: Figma, Adobe Photoshop, Adobe Illustrator, Blender, Notion
- Languages: English, Russian
- Interests: Music, creative, psychology, finance and crypto, swimming