

Sergei Guselnikov

Senior iOS Software Engineer

Professional Summary

Experienced software developer with 12+ years in iOS development, specializing in Swift and Objective-C.

Proven track record of building high-performance, user-friendly applications.

Seeking a challenging role in a dynamic tech company.

Passionate about BDD approach and writing tests.

Skilled in writing mock servers and backend services for testing purposes.

Currently at Kisko Labs as a Senior Mobile Software Engineer, working on multiple projects simultaneously.

Previously worked at startups, (Tulipshare, Urban, ...) and large companies (IBM, Sberbank, ...) on large-scale projects.

Experienced in mentoring junior developers.

Certified ScrumMaster and Certified Scrum Product Owner.

Proficient in setting up and following project pipelines.

Prefer Kanban, but I'm also familiar with Scrum.

Work Experience

Senior Mobile Software Engineer

Company: Kisko Labs

Location: Helsinki, Finland

Dates: January 2023 – Present

- Developed and maintained different features for customer applications using Swift, Objective-C, Flutter and Capacitor.
- Fixed bugs related to in-app purchases and collaborated with the RevenueCat team.
- Worked with low-level audio using CoreAudio and AVFoundation, encrypted data using CryptoKit and Security frameworks.
- Improved the performance of SwiftUI based applications significantly.

Senior iOS Software Engineer

Company: Tulipshare

Location: London, UK (remote)

Dates: December 2021 – January 2023

- Built and launched an app for an FCA-regulated forex broker in just 124 days, which was a groundbreaking achievement.
- Developed the design system for the app and a sandbox mode where developers could test their UI components.
- Set up a CI/CD pipeline using GitHub Actions. Reduced the time required to release a new version in the App Store from a few days to a few hours.
- Introduced metaprogramming techniques to reduce the amount of boilerplate code. In particular, the networking layer is generated from the OpenAPI specification.

Senior iOS Software Engineer

Company: Urban

Location: London, UK (remote)

Dates: January 2020 – January 2022

- Refactored the existing codebase in Swift (2 apps – B2C and B2B), extracted common logic into shared frameworks. Reduced maintenance and development costs significantly due to that.
- Extensively worked on payments related features, such as Apple Pay integration, PayPal, card payments, BrainTree, etc.
- Introduced the concept of an atomic design system to the team, implemented UI components library allowing to reuse components across the screens for both apps.

Personal Info

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Links

- [Website](#)
- [GitHub](#)
- [LinkedIn](#)

Skills

Hard Skills

- Swift
- Objective-C
- UIKit
- SwiftUI
- ReactiveCocoa
- RxSwift
- Combine
- async/await
- GCD
- Core Data
- SQLite
- Git
- MVVM / TCA / Clean
- Unit Testing
- TDD / BDD
- XCTest / XCUITest
- EarlGrey
- Integration Testing
- E2E Testing
- Snapshot Testing
- TypeScript
- Appium
- WebdriverIO
- Cucumber
- Mock servers
- Design systems
- CI/CD
- Jenkins
- GitHub Actions
- Fastlane
- Docker
- Metaprogramming
- Sourcery
- Mustache
- Xcode Templates
- OpenAPI
- GraphQL
- Dart / Flutter
- Kotlin / KMM
- HTML / CSS
- Shell
- NestJS
- React

- Migrated CI/CD pipeline from 3rd party bitrise.io service to the newly created Jenkins agent on the company's infrastructure in Google Cloud. Decreased build times x5 times.
- Introduced many kinds of testing concepts, such as unit, integration, snapshot, smoke, mutation and E2E testing, TDD, RSpec-style, black box and white box tests. The test coverage increased from 0% to roughly 80%. Reduced the amount of tickets returned from QA to developers.

Senior Consultant

Company: IBM

Location: Saint Petersburg, Russia

Dates: January 2018 – January 2020

- Worked on a project for the top 1 bank in Russia. Successfully implemented and released insurance-related features, loan calculator, subscription-based services for the bank's mobile app.
- Implemented internal internationalization and localization tools used by the rest of the developers in the company (100+ of iOS engineers).

iOS Software Engineer

Company: Scheduit

Location: San Gwann, Malta (remote)

Dates: May 2017 – October 2017

- Successfully built a messaging app for the fintech / AI startup.
- Was mentoring junior developers. Taught them concepts of reactive programming and RxSwift. Along with MVVM architecture.

iOS Software Engineer

Company: Self-employed as a freelancer on Upwork

Location: Saint Petersburg, Russia

Dates: December 2013 – May 2017

- Worked as a lead engineer on many different small projects related to iOS development. The portfolio is available upon request.

iOS Software Engineer

Company: Embria

Location: Saint Petersburg, Russia

Dates: September 2014 – February 2015

- Worked as an iOS engineer in a dating app startup. Built and successfully launched many core features of the app like gifts, in-app purchases, various animations, etc.

iOS Software Engineer

Company: E-Legion

Location: Saint Petersburg, Russia

Dates: November 2012 – March 2014

- Successfully built and released many different apps for major customers in Russia – banks, used cars market, social networks, B2B tools, goods aggregators etc. The portfolio is available upon request.

Education

Degree: Master's Degree in Computer Science

Institution: Saint Petersburg State Mining Institute named after G. V. Plekhanov (Technical University)

Graduation Date: 2009 – 2013

Relevant Coursework: C# Desktop Development, MSSQL Database Management, Software Engineering

Degree: Bachelor's Degree in Physics (unfinished)

Institution: Saint Petersburg State University

Graduation Date: 2004 – 2009

Relevant Coursework: Quantum Electronics, Optics, Electronics

References / Portfolio

Available upon request.

Soft Skills

- Agile Methodologies
- Problem-solving
- Communication
- Teamwork
- Project Management
- Mentoring
- Attention to Detail

Certificates

- Certified ScrumMaster (CSM)
- Certified Scrum Product Owner (CSPO)

Hobbies

- 🚴 Cycling
- 🎣 Fishing