

# Roman Resenchuk

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**Lead / Senior iOS Developer** with a product, leadership and engineering mindset and 13+ years of experience building iOS apps – from MVPs/startups to complex, full-featured client apps. Experienced in leading development teams, architecting scalable systems, and delivering high-quality software. Successfully launched and maintained 100+ iOS apps with strong expertise in clean code, modular architecture, CI/CD automation, legacy code refactoring, and high-performance apps optimization.

## EXPERIENCE

### Senior iOS Developer, X-Checkers & X-Chessx

Sep 2024 - July 2025, United States, Dallas, TX

Developed from scratch iOS app for chess/checkers gaming with social network and learning features.

Stack: Swift 6, SwiftUI, MVVM, Concurrency, Combine, Firebase, WebSocket, REST API, RevenueCat, StoreKit 2, Stockfish

- Built stable and scalable client-server architecture with online gaming, bots (backend and local Stockfish engine), social network elements (friends, chats, leaderboards).
- Implemented complex online gaming module with fast matchmaking, PvP, ratings and gameplay customization, complex animations and gestures for gameplay.
- Configured CI/CD, analytics (auto-generation of events and documentation with bash scripts), crash reports with custom logging, subscriptions (In-App, Webhooks)

iOS Apps: X-Chess, X-Checkers <https://x-chess.app>

### Lead iOS Developer, 585 Gold

Oct 2023 – Oct 2024, Remote

Led team of up to 6 iOS developers (middle to senior), established stable releases and 100% on-time task completion.

Stack: Swift, SwiftUI, MVVM, Combine, Alamofire, Core Data, StoreKit, PassKit, Firebase, Fastlane, OpenAPI

- Migrated the project from inconsistent architectures (MVC, MVVM, MVI, RxSwift, VIPER) to SwiftUI + MVVM+C
- Maintained and improved CI with Fastlane, set up integrations with Jira, Mattermost, and App Store Connect
- Refactored the monolithic codebase into a modular architecture (The Modular Architecture, Feature-based modules, Shared layers)
- Implemented new modules: stories, cart, loyalty program, payment provider change
- Refactored legacy modules (auth, favorites, catalog, product card); provided technical guidance, coordinated the team during UI/business logic development, implemented OpenAPI and DTO generation
- Participated in business planning sessions
- Established code review process, introduced unified code style, and conducted regular reviews

iOS app: 585 Gold: jewelry store <https://apps.apple.com/ru/app/id1449179965>

### Lead iOS Developer, ONDOC

Mar 2022 – Oct 2023, Remote

OnDoc - medical app with electronic medical card and telemedicine functionality. White-label iOS apps for doctor appointments in clinics.

Stack: Objective-C, Swift, UIKit, SwiftUI, Alamofire, HealthKit, UserNotifications, WebRTC, PassKit

- Refactoring legacy code and UI.
- Architectural design.
- Setting up CI/CD (Fastlane, TeamCity, Xcode Cloud, Firebase).
- Management a small team of iOS developers.
- Resolving infrastructure and architectural issues, critical bug fixes, optimizing build and app performance.
- Regular updates in the AppStore, successful dispute resolutions with Apple.

Launched and maintained over 30 white-label iOS apps, most popular is:

Ondoc: <https://apple.co/3TRR2E6> European Medical Center: <https://apple.co/3tLHks5> Capital-Polis: <https://apple.co/44vLyoe>

**Senior iOS Developer, Tapcentive, Inc.**

Jul 2019 – Jul 2021, United States, San Francisco, CA

NFC and Chip-card iOS applications development.

Stack: Swift, UIKit, MVVM, CoreNFC, Low-Level Data Handling, Core Animation

iPad App: Smart Chip Gaming. Hardware-integrated, secure gaming solution for offline venues (casinos, cruise liners).

iPhone App: SmartScratch Helper: Instant NFC lotteries <https://apple.co/30MXDX0>

**Middle iOS Developer, Flyp, Inc.**

Mar 2017 – Jul 2019, United States, Dallas, TX

New features development and stability support for multiple iOS apps.

Stack: Objective-C, Swift, UIKit, Alamofire, CallKit, PushKit, WebRTC, In-App Purchase

- White-label apps development based on existing codebase.

iOS Apps: Flyp - Multiple Phone Numbers, Solo Calling, Flex Calling

**Middle iOS Developer, Ready for Sky LLP**

Oct 2014 – Sep 2015, Singapore

Smart Home REDMOND (Ready For Sky, IoT) iOS app development.

Stack: Objective-C, Swift, UIKit, REST API, CoreBluetooth, Core Data

- iOS app development and maintenance.
- Architecture optimization for project scalability.
- Technical documentation work

iOS app: Sky smart devices and services <https://apple.co/3OmrNY1>

**Junior iOS Developer, FRESHOFFICE**

Oct 2011 – Oct 2014, Singapore

FreshOffice CRM iOS App Development.

Stack: Objective C, UIKit, AFNetworking

**EDUCATION**

ITMO University, Information Technology

**ACTIVITIES**

Attended Apple WWDC 2018, 2019. Participated in local iOS developers meetups and workshops. Mentored junior iOS developers at work. Constantly develop personal pet projects: designed, coded, created UI/UX and ASO, made one of them profitable, then sold it for a high price.

**CORE SKILLS**

iOS Development | Product Development | MVVM, VIPER, SOLID, OOP, POP | Modular Architecture |

Swift, SwiftUI, Objective-C | Agile, JIRA, Team Leadership

**LANGUAGES**

English | Russian | Ukrainian