Vladimir Babin

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Summary

Senior iOS/macOS Developer with 10+ years of production experience building native Apple-platform applications.

Expert in Swift, SwiftUI, UIKit, and iOS SDK.

Strong background in app architecture (MVVM, Clean Architecture, modularization).

Deep understanding of concurrency (GCD, Actors, Combine) and performance-critical UI.

Experience integrating blockchain (TON) data and smart-contract state into mobile applications.

Comfortable working in Agile/Scrum teams and production CI/CD environments.

Experience

Artwell, Senior iOS Developer — Remote — June 2024 – present — 1 year 8 months

- Owned development of a production SwiftUI-based iOS application.
- Designed and implemented state-driven UI with real-time updates using Combine and async/await.
- Integrated TON blockchain data and smart-contract state into the app, including parsing on-chain data and handling async updates.
- Worked extensively with REST APIs and client-side data modeling.
- Collaborated in an Agile/Scrum environment with backend and product teams.
- Focused on performance optimization, memory usage, and UI responsiveness.

Symplast, Senior iOS/macOS Developer — USA, Remote — Oct 2021 – May 2024 — 2 years 8 months

- Developed and maintained large-scale iOS and macOS healthcare applications with high reliability requirements.
- Led migration of a large Objective-C codebase (100k+ LoC) to modern Swift.
- Designed modular architecture using MVVM and Clean Architecture principles.
- Built reactive data pipelines with Combine, reducing UI-related bugs and race conditions.
- Implemented secure messaging, video calls, and offline-first synchronization.
- Actively used GCD, OperationQueue, and Swift Concurrency for complex async workflows.
- Reduced crash rate by ~40% through refactoring, monitoring, and defensive coding.
- Mentored junior developers and participated in code reviews and architectural decisions.

Pro IT, iOS Developer — Russia — Feb 2015 – Oct 2021 — 6 years 9 months

- Developed multiple production-grade native iOS applications using UIKit and Auto Layout.
- Built reusable UI components and adaptive layouts.
- Worked with networking layers using URLSession and Alamofire.
- Automated build, test, and release pipelines using Fastlane.
- Maintained CI/CD pipelines and improved release stability.
- Used Git daily and participated in Agile development processes.

Education

B.S.   **Perm State Agricultural Academy**, Applied Informatics   2014

Technical Skills

Languages: Swift, Objective-C

Apple Platforms: iOS, macOS, iOS SDK

Apple Frameworks: SwiftUI, UIKit, Combine, Foundation

Concurrency: GCD, Swift Concurrency (async/await, Actors)

Architecture: MVVM, Clean Architecture, VIPER, OOP, modularization

Networking: REST API integration, URLSession, Alamofire

UI & Layout: Auto Layout, SnapKit, performance-critical UI

Tooling: Xcode, Git, Fastlane, Charles

CI/CD: CI/CD pipelines, GitHub Actions, GitLab CI, Jenkins

Process: Agile, Scrum, Atlassian Jira

Blockchain: TON blockchain, smart-contract data integration (client-side)

Languages

Russian: Native

English: B2