Nikolay Suvandzhiev

iOS Developer

I'm an iOS developer with 15 years of experience. I've worked on large complex apps and also have eight independent apps on the App Store. I have extensive experience in the whole app design, development, publishing and maintenance process, as well as outstanding communication and presentation skills. I'm great at documentation and active on GitHub and StackOverflow.

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Skills

Swift • Objective-C | iOS • macOS • watchOS | SwiftUI • UIKit • MVVM • RxSwift • Structured concurrency • Combine | Xcode • Instruments • App Store Connect • TestFlight | AutoLayout • Localisation • Dynamic Type • Accessibility • Dark Mode | SPM • Tuist • Cocoapods | CoreData • Realm • SQLite | Core Location, MapKit • Google Location Services | Firebase - Firestore • Analytics • Crashlytics • Authentication | Git • BitBucket

Work experience

Senior iOS Developer
PackChat
January 2024 – present | London, UK

- Worked in a fast-paced startup, delivering rapid prototyping, Proof of concepts, and polished features, while upholding good practices and allowing for scalability and maintainability.
- Solved many difficult technical challenges such as multiple camera viewport rendering, project package modularisation and Tuist integration, and flexible declarative SwiftUI layout.

Principal iOS Developer
Medtronic Digital Surgery
October 2019 – December 2023 | London, UK

- Worked on a large and complex code-base to deliver new features and tackle technical debt.
- Focus on UI and UX, flexible layout, localisation and translations.
- Rewrote many UI components with simpler code with better visuals and animations, and better developer API.
- Undertook complex investigations and steps to tackle technical debt around third-party libraries and dependencies.

Principal iOS Developer
Cambridge Consultants
July 2018 – September 2019 | Cambridge, UK

- Worked on projects ranging from iOS frameworks to apps, using technologies such as ARKit, MLKit, CoreLocation, CoreMotion, CoreBluetooth.
- Worked on a project that required rapid iOS app prototyping – creating a first version in a week.

iOS SDK Developer
Trustonic
November 2017 – June 2018 | Cambridge, UK

- Worked on a mobile iOS SDK and a sample app to showcase the product.
- Completely redesigned the developer documentation.
- Represented the company at MWC 2018.

Senior iOS Developer
uTalk
September 2015 – October 2017 | London, UK | Formerly "EuroTalk"

- Worked on the native language-learning iOS apps of the company.
- Wrote a lot of automation scripts (mostly php, some ruby, a little bit of bash, python).
- Maintained 150+ separate apps on the App Store (updating metadata using automation scripts).
- Worked on server-side logic (Parse Server, NodeJS, MongoDB) and In-App Purchases logic.

Independent app development
Sovio
February 2016 – Present

- For these personal side projects, I had to be completely self-motivated and self-managed.
- Went through the whole development and app publishing cycle.
- App: *Find on Map* - developed using SwiftUI along with a stand-alone watchOS app.
- App: *voxit* - in addition to the client app, I also did server-side development using Vapor.
- Quickly picked up a lot of skills not directly related to iOS development - e.g. setting up web servers / domains / pages, analytics, marketing, releasing and managing an open source project.

iOS Developer
West Pier Studio
September 2012 – September 2014 | Brighton, UK

- Worked on two iOS games.
- Went from client requirements to creating UI mockups, design and implementation.
- Implemented server communication: XML, JSON parsing, Push Notifications, AMQP and STOMP messaging protocols, Facebook API integration.
- Worked on In-App Purchases, Geolocation services.

Technology Infrastructure Division intern
Goldman Sachs Bank
September 2010 – September 2011 | Zurich, Switzerland

- Wrote an Outlook Plug-in for managing email attachments using VBA 6.5. This was used to process 10 years' worth of emails of the whole Swiss division of the bank.
- Provided technical support for enterprise technologies.

Junior Developer
Rocketmakers
June 2009 – September 2009 full-time; October 2009 – May 2010 part-time | Brighton, UK | Formerly "iPrinciples"

- Worked on an iOS app using Objective-C.
- Used Geocoding and Geomapping services to represent user data using XAML and Silverlight.
- Worked 20 hours per week, while also attending university.

Education

BSc (Hons) Computer Science, First-class Honours
University of Bath
2008 – 2012 | Bath, UK