

Max Vilchevskiy

Senior iOS Engineer | Swift, SwiftUI, UIKit | Agentic Development

Kyiv, Ukraine

vil4max@gmail.com | linkedin.com/in/vil4max | github.com/vil4max | vil4max.com | t.me/vil4max

Summary

Senior iOS Engineer with 13 years of experience in consumer apps, including apps built from scratch and a marketplace app with 2M+ customers. Takes features from product idea to App Store release and extracts existing ones into modules and an SDK shared across apps. Now focused on product work: owning features tied to business goals and measured results, with AI agents for coding and testing.

Skills

iOS: Swift, SwiftUI, UIKit, Objective-C, Swift Concurrency (async/await), Combine, MVVM, Clean Architecture, Modular Architecture, SDK Development, REST APIs, Performance Optimization

Apple frameworks: StoreKit 2, CloudKit, Core Data, WidgetKit, App Intents, Live Activities, CarPlay, watchOS, MapKit, Core Location, Apple Foundation Models

Testing, CI/CD & Release: XCTest, Swift Testing, Unit Testing, Integration Testing, Xcode Instruments, CI/CD, GitLab CI, Bitrise, GitHub Actions, TestFlight, App Store Connect, A/B Testing, Feature Flags, Firebase, PostHog

Agentic development: Agentic Engineering, AI-Assisted Development, Claude Code, Codex, MCP, Automated Quality Gates, AI Evaluation, LLM Integration

Experience

Senior iOS Engineer, Agentic Development | DriveCheckUA | Kyiv, Remote | Jul 2026 - Present

Own products | Built through an agentic loop

Two apps on the App Store, built with AI agents. Makes the product and technical decisions and reviews each feature before release.

- Shipped DriveCheckUA, a CarPlay safety app with an on-device AI summary, to the App Store through a spec-first agentic loop: CI traces all 41 approved requirements to tests.
- Had agents build an Android version of DriveCheckUA through the same loop.
- Released OneCart Family, a family shopping list shared through iCloud, with five App Store updates in September 2026.
- Building PitStop, a car-maintenance app, now on TestFlight.
- Built a Claude Code plugin of skills, rules, and checks and added an automated quality gate to each app, so agents deliver tested and self-reviewed code.

Swift, SwiftUI, Agentic Engineering, Coding Agents, LLM Integration

Senior iOS Engineer | GlobalLogic | Kyiv, Remote | Jan 2026 - Jul 2026

AI voice assistant on Apple Watch

Built for the customer's executives: a hands-free Apple Watch assistant that let field workers report status and ask questions by voice. Owned the watch app end to end.

- Built the voice interface on the watch and mapped structured LLM responses to on-screen actions, alerts, and haptics.
- Developed work-site maps for the watch with hazard areas and compass-guided navigation, plus arrival detection on the iPhone.
- Designed and implemented the emergency flow on watchOS.

- Implemented real-time audio streaming between the watch and the AI backend through an iPhone relay.

Voice AI, LLM Integration, Structured Outputs, SwiftUI, WatchKit, WatchConnectivity, WebSockets

Senior iOS Engineer | PASHA Holding | Kyiv, Remote | Apr 2022 - Jan 2026

Birmarket | Online marketplace

Birmarket started as Umico and grew to 2M+ customers. On the Loyalty team, built Premium Subscription and expanded it from a single feature into a full module.

- Built marketplace features across the app in UIKit and SwiftUI, including deep-link navigation, and migrated 15+ screens from UIKit to SwiftUI.
- Extracted feature modules and shared infrastructure into Swift packages as the team modularized the monolith, and fixed performance issues in the legacy code: memory leaks from retain cycles and UI hangs.
- Rebuilt Premium Subscription as a Swift package SDK with SwiftUI and Clean Architecture, then shipped it in three apps: the marketplace, a banking app, and a payment wallet.
- Reviewed code, onboarded new iOS engineers, and set up feature flags and A/B tests, among them the tests behind a new subscription onboarding that raised new-subscriber conversion to about 7-8%.
- Took on-call crash-monitoring shifts, with the crash-free rate above 99.9%.

SwiftUI, UIKit, Combine, Swift Concurrency (async/await), Swift Package Manager (SPM), SDK Development, Clean Architecture, MVVM, CI/CD, Integration Testing, A/B Testing, PostHog, APNs

Senior iOS Engineer | Drinkit | Kyiv, Remote | Feb 2020 - Feb 2022

Drinkit app | Digital-first coffee brand

Drinkit is an app-first coffee brand, now with 250+ coffee shops. Brought an existing mobile team into Drinkit and built the iOS app with it from scratch alongside product, design, and backend.

- Shipped the menu, ordering, and pickup flows in UIKit for the first coffee shop's launch. Kept developing the app, which handled nearly all orders, as the chain grew to eight shops.
- Built much of the drink customization, including client-side price calculation.
- Owned the dynamic menu, the app's signature feature: client-side logic that built each customer's menu from the backend catalog by preference and time of day, with looping drink videos cached offline.
- Ran App Store releases, set up the release CI pipeline, and wrote unit tests for pricing and cart state.

Swift, UIKit, GCD, MVP (Model-View-Presenter), AVFoundation, Payment SDK Integration, Unit Testing, GitLab CI, A/B Testing

Senior iOS Engineer | SOLVVE | Kyiv, On-site | Jan 2019 - Feb 2020

PLAYHERA | Esports tournament platform

PLAYHERA was an international esports platform for organizing online tournaments. Developed features for the existing iOS app on the product team.

- Added tournament-management features in UIKit within the app's feature-module architecture.
- Reviewed teammates' code and contributed to App Store releases.

Swift, UIKit, Auto Layout, Code Review

iOS Developer | Early commercial work | Kyiv | Dec 2013 - Nov 2018

Started in Objective-C and moved to Swift. Worked solo and in product teams. Consumer, fintech, healthcare, and e-commerce apps. Shipped most of them to the App Store.

- Built maps and location, a 3D body model, audio playback, offline records, and payments.

Objective-C, Swift, SnapKit, CoreBluetooth, SceneKit, Core Data, Core Location, Apple Pay, Stripe

Languages

English - Intermediate (B1), Russian - Native, Ukrainian - Fluent