

Anton Honcharov

Senior iOS Developer

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SUMMARY

Senior iOS Developer with 5+ years in iOS and 10+ years in software overall, specializing in SwiftUI, Swift Concurrency, Apple Vision, and computer-vision-driven UX. Deep experience with Clean Architecture, MVVM + Coordinator, and real-time on-device pipelines. Shipped multiple App Store apps (including products with 1.5M+ MAU) and launched several from scratch. Product-focused, calm under pressure, and consistently driving technical quality and performance.

EXPERIENCE

ODDITY (Methodiq) — Senior iOS Developer / Squad Lead

Mar 2023 – Jun 2026

Methodiq — teledermatology / personal health platform: AI skin analysis, prescription-based treatments, diagnosis and progress tracking (US market).

- **Real-time on-device AI skin analysis (Apple Vision):** built a pipeline that points the iPhone at a user's face and renders skin analysis over the live photo within seconds.
- **Quality-gating triage:** anomaly scoring with hard thresholds, head-pose angle validation, and hair-occlusion detection — rejecting bad frames before analysis instead of returning broken results.
- **GPU-accelerated lesion rendering:** polygons, rectangles, and severity heatmaps over the photo via Core Graphics + Core Image (shared CIContext, offscreen rendering, pre-computed colors) — dozens of color-coded lesions with no frame drops (~2.5k-LOC dedicated Swift package).
- **Progressive result delivery over Server-Sent Events:** ~35 DTOs across 5 analysis blocks merged incrementally on actors, so the first result screen appears while the rest still streams in — instead of a 10-second spinner.
- **Face zone segmentation** (forehead, cheeks, nose, chin) with tap-to-select via ray-casting (point-in-polygon) and aspect-ratio-correct image → view coordinate transforms.
- **My Plans v2 — Subscriptions / Cadences:** led a large-scale feature with complex plan-change logic, delivered end-to-end (single PR: 144 commits, 165 files, +10,800 lines).
- **As Squad Lead:** owned technical direction, code review, and delivery for the iOS squad while staying hands-on with feature development.
- Integrated Amplitude and Braze; collaborated with PM/BE/QA to refine requirements and continuously proposed architectural and performance improvements.

Stack: Swift 6 (async/await, actors, AsyncThrowingStream), SwiftUI, UIKit, Clean Architecture, MVVM + Coordinator, Factory DI, Apollo GraphQL, Apple Vision, AVFoundation, Core Graphics / Core Image, Firebase / Firestore, Amplitude, Braze.

Opinov8 — Senior Mobile Developer

Mar 2022 – Mar 2023

- Developed cross-platform features across web and mobile (React Native + Node).
- Improved performance and stability of large-scale React Native applications.
- Built reusable modules and improved state management with RTK Query.

Stack: NodeJS, Express, React, React Native, RTK Query, Redux.

Noisy Miner — iOS Developer

Aug 2021 – Mar 2022

- Delivered new features from scratch for a 1.5M+ MAU product (US & UK markets).
- Optimized Firebase Analytics, Remote Config, and Realtime Database usage; stabilized legacy code and improved performance.

Stack: Swift, UIKit, VIPER, Alamofire, Moya, Kingfisher, Firebase, Crashlytics.

Opinov8 — iOS Developer

Aug 2020 – Aug 2021

- Migrated legacy Objective-C screens to Swift (UIKit); set up build schemes and CI/CD (Jenkins).
- Integrated payment services and multiple third-party APIs for a FinTech salary-advance app.

Stack: Swift, Objective-C, Alamofire, Moya, Firebase, REST, MVC.

Opinov8 — React Native Developer

Jun 2018 – Aug 2020

- Built and launched 3 products from scratch (learning platform with offline mode & video courses, backend-driven hearing-test app, logistics app with background geolocation).
- Delivered GlobalTranz — a commercial logistics/freight mobile app (iOS & Android) on React Native.
- Marketplace platform integrating AWS Lambda, Elasticsearch, and DynamoDB.

Stack: React, React Native, Redux, Saga, GraphQL, AWS Lambda, DynamoDB, S3, Serverless, Cognito.

Earlier experience

Evoplay — React JS Developer

Feb 2018 – Jun 2018

Online game platform — adaptive layouts, E2E tests (React, Redux, Saga, TypeScript, GraphQL).

Karma / Unicheck — Frontend Developer

Nov 2017 – Jan 2018

Accessibility updates and responsive UI (React, TypeScript, Twig).

Netvertise Ltd — Frontend Developer

Mar 2016 – Oct 2017

Migrated WordPress projects to React, integrated financial APIs, built an internal NPM pre-lander builder.

CyberBionic Systematics — Frontend Developer & Coach

Oct 2014 – Aug 2015

Taught HTML/CSS/JS courses; built and maintained educational platforms.

Anotheria.net — Frontend Developer

Apr 2014 – Aug 2015

UI development and performance optimization for java-performance.guru.

SHIPPED APPS

Methodiq — tele dermatology app (ODDITY), live on the App Store. Lead iOS contributor (AI skin analysis, subscriptions). See Experience above.

Zmanim — solo-built Jewish calendar companion app, published on the App Store (iPhone, iPad, Mac, Vision).

- Designed and shipped end-to-end: location-based candle-lighting / Havdalah times, fasts, holidays, and Torah readings, with Home Screen widgets and notifications.
- Migrated the app from UIKit to SwiftUI; added dark mode, a refreshed native iOS design, and improved location detection and stability across 20+ releases since 2021.

Coords — solo-built navigation app published on the App Store, written in Flutter / Dart.

SKILLS

iOS / Swift: Swift • SwiftUI • UIKit • Swift Concurrency • Combine • Apple Vision • AVFoundation • Core Image / Core Graphics • Apollo GraphQL • Firebase / Firestore

Architecture: Clean Architecture • MVVM + Coordinator • VIPER • Factory DI • SOLID

Cross-platform: Flutter • Riverpod • React Native • React • Redux • TypeScript

Tools & Cloud: Amplitude • Braze • Crashlytics • CI/CD (Jenkins) • Git • AWS (Lambda, S3, DynamoDB)

AI-assisted dev: Cursor • GitHub Copilot • Claude

EDUCATION & CERTIFICATIONS

National Technical University of Ukraine — KPI, Software Engineering

Microsoft Specialist (F342-7509) • Microsoft Certified Professional (F342-7504)

LANGUAGES

Ukrainian — Native • Russian — Native • English — B2 (Professional working proficiency) • Hebrew — Intermediate

INTERESTS

Strength training, swimming, composing electronic music.