

Dmitry Ivanenko

Software Developer

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Summary

Software developer with 15 years of experience, 13 of them in iOS, currently leading an iOS team at BP Mobile. I build native apps and SDKs with a focus on on-device photo, video and audio processing, SwiftUI design systems and shared Kotlin Multiplatform code. I work agent-first: at Forma I led the team's AI adoption and built an agent orchestration pipeline, and I ship my own apps end to end with spec-driven development in OpenSpec.

Skills

AI-driven development	Agentic coding (Claude Code, Codex), Spec-driven development with OpenSpec, Agent orchestration pipelines, AI adoption in teams
Languages	Swift, Objective-C, Kotlin Multiplatform
UI	SwiftUI, UIKit, Design systems
Architecture	MVVM, VIPER, UDF, MVC, Modular apps with Tuist
Reactive	Combine, RxSwift, ReactiveCocoa
Media & SDKs	Metal, MediaPipe, XCFramework, SDK API design
Data & networking	SwiftData, Core Data, Realm, SQLite, Socket.IO, JSON Schema

Experience

iOS Team Leader BP Mobile · Remote Led a team of 3 developers on the Forma project. Forma — Document workflow product. - Built a Design System for the product - Developed a Kotlin Multiplatform library for PDF parsing - Migrated the project to Tuist - Led the team's AI adoption and built an agent orchestration pipeline for development Swift · SwiftUI · MVVM · VIPER · KMM · Tuist · CoreData	Aug 2022 – Present
iOS Developer Reveal Camera Inc. · Remote Development of the Core SDK and mobile application. Reveal - Face Editor & Retouch — Video editor with all video processing performed on device, including skin beautification, filters, and effects. - Improved core video editor features with a focus on performance and output quality - Implemented complex paywall logic with multiple A/B tests - Built real-time photo, video, and audio processing flows Swift · RxSwift · Combine · SwiftUI · Metal Voir - Makeup & Beauty Filters — Extracted core functionality into a standalone SDK. - Designed and documented the SDK API - Built the framework and reduced its size from 100 MB to 9 MB - Fixed memory release after framework usage - Tested hypotheses for building MediaPipe-based pipelines Swift · RxSwift · Metal · XCFramework · MediaPipe	Oct 2020 – Jul 2022
iOS Developer Vipay Media · Minsk Mobile application development.	Jul 2020 – Oct 2020

Moodby & Moodby.Play Apps — Mobile apps for controlling and ordering music in venues.

- Implemented on-the-fly music encryption and decryption for playback
- Polished the app design

Swift · RxSwift · SocketIO · MVC

iOS Developer

May 2018 – Jul 2020

Bamboo Apps · Minsk

Mobile application development.

Jaguar / Land Rover Remote Control App — New version of a mobile app for controlling Jaguar and Land Rover vehicle features.

- Built a single app engine for multiple designs and business flows
- Created a complex vehicle state synchronization system using sockets and long-polling-like behavior
- Implemented polished transitions between vehicle charging states

Swift · RxSwift · SocketIO

iOS Developer

Sep 2017 – May 2018

SmartIT · Minsk

Outsourced mobile application development.

WealthTrack.io — Mobile trading app that works with your broker: place trades, keep track of your portfolios, know what's happening on the market.

- Worked on stock and cryptocurrency trading flows
- Documented the API
- Helped set up backend infrastructure with Docker, gRPC, and microservices

Swift · RxSwift · Realm · SocketIO · MVVM

iOS Developer

Aug 2016 – Sep 2017

AT Consulting · Saint Petersburg

Outstaff mobile application development.

Sberbank. EFS: Component Team — Built reusable components that later became the foundation for other company products.

ReactNative · Objective-C · VIPER

Sberbank. EFS: Client Manager Workspace — Worked on the first stage of an app for client managers. Two versions were developed in parallel, one in Swift and one in React Native, until the company consolidated on React Native and moved us to the component team.

- Worked with JSON Schema
- Designed an approach that minimized the time required to build new screens

Swift · VIPER · Realm

iOS Developer

Oct 2015 – Aug 2016

SmartIT · Minsk

Outsourced mobile application development.

Alta Window Fashions — Improved an app for window measurers. The iPad app allowed entering measurements, selecting window decoration options, and placing orders on the spot.

Objective-C · MVC · Core Data

Auction House No. 1 — Auction house app with bidding and lot purchasing capabilities. The design started as a palette plus rough screen expectations, so I also had to shape parts of the UI and interaction model.

- Built the bidding system
- Documented the API

Swift · VIPER · Realm · SocketIO

Earlier experience

Python Developer

Aug 2015 – Oct 2015

[Game Show](#) · Minsk

Built a system for running esports tournaments.

PHP Team Leader

Feb 2015 – Aug 2015

[ARTOX](#) · Minsk

Managed a team of 3 backend engineers, 1 frontend engineer, and 2 QA engineers.

iOS Developer

Jun 2013 – Feb 2015

[ARTOX](#) · Minsk

Application development for company products.

PHP Developer

Feb 2011 – Jun 2013

[ARTOX](#) · Minsk

Development of company products.

Education

BSUIR — Master's Degree, 2014

iTechArt Group — iOS Development Courses, 2013

BSUIR — Mathematician; Systems Programmer, 2009 – 2014

Languages

Russian — Native

English — Upper-Intermediate