

Boris Mezhibovskiy

Staff iOS Engineer
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SKILLS

Programming languages:

Swift (primary), Objective-C, C/C++, Java, C#, Javascript, SQL

Platforms:

iOS (primary), Unity, Web, Splunk

Process:

Agile development, git, data analytics, continuous integration, project management

EXPERIENCE

Walmart Global eCommerce - Staff iOS Engineer (2020 - present)

iOS team lead on the new Walmart flagship iOS app

- Create, implement, and maintain the architecture for our feature
- Manage multiple teams that need to modify our code
- Create and monitor analytics dashboards and alerts
- Interview and onboard engineers, and help them succeed
- Create and maintain unit and UI tests within a CI environment

Walmart Global eCommerce - Sr. iOS Engineer (2018 - 2020)

iOS Team lead on the Walmart flagship iOS app

- Add new functionality to our feature
- Fix bugs and maintain existing code
- Mentor and assist teammates, and people on other teams
- Run interviews to find new teammates

UW Professional & Continuing Education - Instructor (2016 - 2018)

Taught Swift and iOS development to adults during the evenings

Deloitte Digital - iOS Engineer, Sr. iOS Engineer (2013 - 2018)

Worked on many projects for various clients, including:

- Java developer for backend services on a cross-company team, working with Spring and SQL
- iOS Engineer for the JCPenney app on a cross-company team, working directly with the client's engineers to implement coupon and search features
- iOS Engineer for BMW, to create a new app in Swift, implementing several core features
- iOS Engineer for REI, to create a new app (Snow Report) in Objective-C, implementing most of the features and UI
- iOS Engineer for the Target shopping app, implementing many new features and fixing bugs in Objective-C

Z2Live - iOS developer on a small team (2011 - 2013)

Worked on Battle Nations, a city builder and turn based strategy game for iOS

- Implement and improve many critical game systems and features
- Work with server developers to integrate features with the server
- Help out with server programming when needed
- Build tools for designers

EDUCATION

B.S. in Real-Time Interactive Simulation - DigiPen Institute of Technology - Redmond, WA - April 2011