

Dzionis Brek

Senior iOS Engineer · Swift, SwiftUI, UIKit, watchOS · 50+ App Store apps

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SUMMARY

Senior iOS Engineer with 10+ years on the platform and 15+ years in software. Shipped 50+ App Store apps across fintech, health & fitness, IoT, media and AR - for startups, mid-size companies and my own account. Led an iOS team for 3.5 years (architecture, delivery, mentoring, direct work with international clients), then spent four years shipping consumer AI and media apps to a global audience.

I build products end to end: architecture, Swift Concurrency, SwiftUI/UIKit, watchOS, StoreKit 2 monetization, CI/CD, App Store release and the growth work after launch (ASO, paywall and subscription analytics). Comfortable going full-stack (Python/PHP on Firebase) when the product needs it. Currently building iRunning, an interval running app for Apple Watch. Open to senior iOS roles and B2B contracts - Warsaw, hybrid or remote.

SKILLS

Languages	Swift (incl. Swift 6), Objective-C; Python, PHP for backend
UI	SwiftUI, UIKit, Auto Layout, Core Animation, WidgetKit (widgets, Live Activities), watchOS (WatchKit / SwiftUI)
Architecture	MVVM, Clean Architecture, unidirectional data flow (Redux-style / TCA-like), modular design with SPM, dependency injection
Concurrency	Swift Concurrency (async/await, actors, structured concurrency), GCD, Combine
Data & Network	URLSession, REST, Codable, Core Data, SwiftData, Realm, Keychain
Media & Graphics	AVFoundation / AVCapture, Core Image (custom kernels), Vision, Core ML, Speech, PDFKit; ARKit, RealityKit, SceneKit
Health & Hardware	HealthKit, WorkoutKit, WatchConnectivity, Core Motion, Core Bluetooth (BLE), iBeacon, Core Location, MapKit
Monetization	StoreKit 2, RevenueCat, Adaptly, Apphud; paywall & pricing A/B tests, subscription analytics (LTV, retention, conversion)
Analytics	Firebase (Analytics, Crashlytics, Remote Config), Amplitude, AppsFlyer, Adjust; Apple Search Ads, ASO, custom product pages
Testing & CI/CD	XCTest (unit / UI), Fastlane, Xcode Cloud, GitHub, App Store Connect, TestFlight, Instruments
Backend	Firebase (Firestore, Cloud Functions), Python, PHP, REST API design
Tooling & AI	Xcode, Git, Charles, Postman, Figma / Zeplin design-to-code; AI-assisted development with Cursor and Claude Code
Leadership	Team lead, architecture ownership, project management, mentoring, client communication, internal workshops

EXPERIENCE

Independent iOS Developer · Self-employed (JDG) · **Aug 2021 – Present**

Warsaw · Remote

Building and shipping my own App Store products end to end - architecture, watchOS, monetization, ASO and release strategy.

- **iRunning** - interval running for Apple Watch, built watch-first: WorkoutKit workouts, live heart rate streamed from watch to phone, GPS route smoothing (Kalman filter + Douglas–Peucker), Strava export via OAuth 2.0. TestFlight beta, no subscription wall.
- **Currency Converter: Live Rates** - 160+ currencies, camera price-tag scanning, StoreKit purchases. Ran a full ASO program: 200+ Apple Search Ads keywords, icon A/B tests via custom product pages.
- **Voice Memos: AI Audio Recorder** - waveform recording, trimming, speech-to-text transcription and export (AVFoundation, Speech, StoreKit 2).

- **Text to Speech: AI Book Reader** - 140+ voices in 38 languages; imports PDF, documents and photos (Vision OCR); offline, with spoken-text highlighting.
- Stack: Swift 6, SwiftUI, Swift Concurrency, watchOS, HealthKit, MapKit, StoreKit 2, RevenueCat, Xcode Cloud, Fastlane.

Senior iOS Developer · ASAP Visuals, Inc. · **Jan 2022 – Apr 2026**

Warsaw · Remote

Developed and maintained five consumer apps published via ASAP Visuals and MWM - AI assistants, photo/video editors and camera apps for a global App Store audience.

- Shipped and supported **izi AI** (AI chat, image generation and recognition), **izi Type / TypeFlow** (AI keyboard extension that drafts, rewrites and translates in any app), **PartyCam** (disposable-camera app with shared event albums), **Edith** (photo/video editor) and **Templates / PicMIX** (collage maker).
- Built PartyCam's backend in Python on Firebase (Firestore + Cloud Functions) and PHP chat backends - full-stack when the product needed it.
- Integrated LLM and image-generation APIs, subscription paywalls (StoreKit, RevenueCat) and analytics (Firebase, Amplitude, AppsFlyer).
- Ongoing refactoring of legacy UIKit code and incremental SwiftUI adoption; performance and crash-rate improvements across releases.
- Stack: Swift, UIKit, SwiftUI, AVFoundation, Core Image, StoreKit, Firebase, Python, PHP.

Lead iOS Developer · System Technologies · **Aug 2018 – Jan 2022**

Minsk · On-site

Led the iOS team on fintech and transport products for national clients - architecture, delivery, mentoring and direct communication with international customers.

- Shipped 5+ App Store apps: **Drive&Pay** (pay-at-the-pump across the Belarusneft station network), **Tix** (contactless public-transport fares and e-tickets), **Дзякуй** (cardless fuel payment at A-100 stations), **Звезда** (loyalty and rewards with linked cards).
- Owned architecture and project management for the iOS stream; payment and security integrations (biometrics, Keychain, OAuth).
- Mentored junior developers; ran the company's internal education program of weekly talks and workshops.
- Stack: Swift, Objective-C, UIKit, Core Bluetooth, Core Location, MVVM, Core Data.

iOS Developer · EffectiveSoft · **Jun 2017 – Jun 2018**

Minsk

- Built and released three App Store apps on long-term client projects (Swift, Objective-C, UIKit, REST).

iOS Developer · Goozix · **Nov 2015 – Apr 2017**

Minsk

- Shipped 10+ App Store apps; owned iOS architecture on projects, mentored juniors, ran internal workshops and news digests.

iOS Developer · Wellnuts Creative Group · **Feb 2014 – Nov 2014**

Minsk

- Prototyped and shipped 5+ iOS apps for the agency and its clients.

Web & Backend Developer · Maksis · Qulix Systems · **2011 – 2014**

Minsk

- Yii-based CMS, Yandex widgets, social-promotion tools and backends for mobile apps - where the mobile path started (PHP, JavaScript, MySQL).

EDUCATION & CERTIFICATION

BSc, Computer Software Engineering - Belarusian State University of Informatics and Radioelectronics (BSUIR) **2008 – 2013**

Data-driven Product Management - GoPractice **2021**

LANGUAGES

English - B2 (working proficiency in technical communication) · Polish - B1 · Russian - native · Belarusian - native