Konrad Leszczyński

✉ konrri@gmail.com   📞 +48 888 370 136   📍 Poznań, Poland

in konrad-leszczynski-a856002   ◯ konrri2

Profile

Senior iOS Developer

CV for humans: https://konrri2.github.io/Konrad_Leszczynski_CV.pdf

Highly skilled Senior iOS Developer with a strong background in Swift, SwiftUI, and UIKit. Experienced in implementing new technologies, and optimizing app performance. Holds a Master's degree in Computing Science and has extensive experience in developing mobile applications for various industries including medical, R&D, security and commercial applications.

Author of scientific articles on trust and reputation in e-commerce
https://konrri2.github.io/Scientific_papers.pdf

Work Experience

Senior iOS Developer *myWorld*   2022 - 2025

MyWorld is big scalable ecommerce corporation.
An international e-commerce app with loyalty programs, cashback deals, coupons, vouchers, etc.
We also develop a secondary: Lyconet - an app for merchants and marketers. Lyconet app is also used by thousands of users daily.

Senior iOS Developer *Neste*   2024 - 2024

Neste is a Finnish chain of petrol stations. The app enables fast and secure payments and provides users with additional promotional offers.

Indie Game Developer *Hexagonal Chess*   2023 - 2024

My personal fun project. Chess but in six directions with a simple AI bot.

Senior iOS Developer *Blick.ch (RingierAG)*   2021 - 2022

Blick is a daily newspaper and news portal. Our task was to rewrite and redesign mobile apps from scratch using newest technologies. Also, using Modular Approach, we have created a additional version of the app for French-speaking regions.

iOS Engineer *Roche*   2020 - 2021

Roche is a multinational healthcare company. I have participate in two projects: mySugr - Software As A Medical Device. A huge app for diabetics.
CopyCatFinder - internal project where I was the team leader.

iOS Engineer *FIBARO*   2020 - 2020

Smart home solutions. New App with RxSwift and Coordinators

System Developer *EUROfusion IT-Group*   2019 - 2020

IT infrastructure scientists building fusion reactors to address the energy crisis and global warming.
Responsibility: Authentication and Authorization Infrastructure
Configuration of Single sign-on (SSO), VPN, Docker

Mobile Developer *Poznan Supercomputing and Networking Center*   2013 - 2019

Poznan Supercomputing and Networking Center is a leading research and development center in Poland,
part of **Polish Academy of Science**.
I have done many project for government institutions e.g.:
ePodręczniki - electronic school books for Ministry of National Education
SymbIoTe - symbiosis of smart objects across IoT environments (where I also was a mentor on Hackaton)
Conference4me - mobile conference assistant

Junior C# .NET Developer *PSNC*   2008 - 2013

Multiple projects:
iTVP - internet/interactive TV (for TVP, Polish Television)
Platon - Development of IT infrastructure for science
NetRadio - Research project for Polish Radio
Cop14 - The United Nations Climate Change Conference

Junior System Admin *PSNC*

Part-time job as a student
Network protocols, VPN, monitoring, OAuth 2,

Education

Master's engineer's degree in Computing Science   2003 - 2008
POZNAN UNIVERSITY OF TECHNOLOGY

M.Sc. Computer Science
Open Ph.D. Thesis "Trust and Reputation management in the Internet and e-commerce"
List of **Published scientific papers:** https://konrri2.github.io/Scientific_papers.pdf

Projects

Hexagonal Chess [↗]
Indie Game Developer
Custom AI bot

Neste [↗]
Payment system for car refuelling and EV charging

Lyconet [↗]
App for marketers and merchants

Blick fr [↗]
News portal

mySugr [↗]
Software as a Medical Device

Smart-home project ⎋
Heating Optimization System.
Server in Python on Raspberry Pi
Client iOS swift, MVVM and RxSwift

IoT SymbIoTe ⎋
R&D project implemented in a pan-European consortium

Conference4me ⎋
iOS (swift) and WindowsPhone version

Skills

Lots of experience: iOS, Swift, SwiftUI, UIKit, Combine, JSON, REST API, RxSwift, SQL, Storyboards, XIB
Fair knowledge: GraphQL, Objective-C, SpriteKit, Android, Kotlin Multiplatform, SQLite, C# .NET
Architecture: MVC, MVP, MVVM, MVVM+C, TCA
Tools: Xcode, Instruments, VS Code, GitHub, Bitbucket, GitLab, jira, confluence, figma, Azure DevOps, Fastlane, Postman, Proxyman, GIT, TestFlight, App Store Connect, Firebase, CocoaPods, SPM, GitHub Copilot (and other AI Coding Assistants), SwiftGen, XcodeGen, SwiftLint, XCTest
Experience with frameworks and libraries: Alamofire, IGListKit, Sourcery, Factory (Dependency Injection),
Techniques: Data Structures and Algorithms, CI/CD, GCD, Structured Concurrency, Swift Concurrency (), Reactive programming, OOP, Protocol-Oriented Programming, Big-O analysis (time and memory complexity), Scrum, Kanban, Agile, GitFlow
Soft skills: focused, problem-solving, work autonomously, responsibility, ownership, TDD, BDD, deep understanding of ARC

Certificate

iOS Machine Learning with Core ML2 and Swift5 ⎋

Machine Learning and Artificial Intelligence Using Swift ⎋

Complete iOS Machine Learning Masterclass ⎋

Artificial Intelligence for Simple Games ⎋

Professional macOS Programming ⎋

Learn OAuth 2.0 - Get started as an API Security Expert ⎋

SwiftUI - Declarative Interfaces for any Apple Device ⎋

The Complete Guide to Combine Framework in iOS Using Swift ⎋

Mastering RxSwift in iOS ⎋

How to evolve a legacy iOS Application written in Swift ⎋

MVVM Design Pattern in iOS Using SwiftUI ⎋

RxSwift & RxCocoa with X Code 10 & Swift 4.2 ⎋

Testing iOS Apps - Behavior Driven Development Using Swift ⎋

Unit Testing Swift Mobile App ⎋

The Swift Arcade Professional iOS Development Course - UIKit ⎋

GraphQL with iOS and SwiftUI: The Complete Developers Guide ⎋

Kotlin Multiplatform Masterclass - KMP, KMM - Android, iOS ⎋

Unity C# Mobile Game Development: Make 3 Games From Scratch ⬀

Language

• **English** (C1)
Strong written and verbal
communication skills. Many
scientific papers published (see
https://konrri2.github.io/Scientific_papers.pdf)
• **Spanish** (A1)
A year with Duolingo

• **Polish** (Native)

• **German** (A2)
Basic understanding.

Hobbies And Achievements

MANLY ACHIEVEMENTS:
Have a son (+ daughter), build a house, implement a binary tree - all done
HOBBIES:
Triathlon - I like a little challenge from time to time
Books - especially audiobooks while running
LEGO bricks