

Andrey Yakubov

Senior iOS Engineer

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I build production iOS applications and multi-app mobile systems in Swift and UIKit, with hands-on ownership of modularization, real-time synchronization, offline-first workflows, CI/CD, and App Store delivery.

Most recently at Artency, I owned iOS delivery for a luxury retail ecosystem with a 100+ screen commerce app and a consultant app used by 1,000+ sales assistants across 30+ boutiques. Earlier at TSUM, I worked across 5+ internal applications covering retail operations, logistics, warehouse tooling, and indoor navigation, including shared infrastructure, offline architecture, and device integrations such as BLE scanners and Wi-Fi printers.

Open to Senior iOS product roles worldwide; feel free to reach out via email or LinkedIn.

Technical Stack

Languages: Swift, Objective-C

UI: UIKit, SwiftUI, SnapKit, Autolayout, Storyboards/XIB

Architecture: Modularization, MVVM, MVP, VIPER, MVC

Networking & Storage: URLSession, SignalR/WebSockets, async/await, Realm, CoreData

Platform & Integrations: Core Bluetooth (BLE), Wi-Fi printers, industrial barcode scanners, NFC, CoreML/Vision, AVFoundation, AVPlayer, MapKit, CoreLocation, AppClip, Firebase

Delivery & Quality: Fastlane, GitHub Actions, GitLab CI, Jenkins (legacy), Swift Package Manager, CocoaPods, Carthage (legacy), TestFlight, XCTest, SwiftLint, Periphery

Current experience

Artenecy

Senior iOS Engineer

2022 - Present

Built assisted-shopping iOS products combining customer commerce flows with consultant tooling for daily boutique operations.

- Owned two production applications: a 100+ screen commerce app and a consultant app used by 1,000+ sales assistants across 30+ boutiques.
- Migrated the codebase from CocoaPods to Swift Package Manager, introduced feature and infrastructure modules, and started SwiftUI adoption inside an existing UIKit platform.
- Designed real-time synchronization with SignalR/WebSockets and optimistic local state for shared carts, consultant chat, and styling sessions.
- Built consultant workflows for CRM, inventory visibility, reservations, multi-client sessions, and barcode scanning with camera-based and BLE devices.
- Implemented a custom collage engine and on-device CoreML/Vision background removal for personalized lookbooks and AI-assisted fitting.
- Replaced desktop CRM workflows with mobile-first assisted sales tooling, established the app as a primary consultant-customer communication channel, and improved engagement and upsell through styling workflows and personalized lookbooks.
- Supported a 3-engineer iOS team through code review, implementation guidance, and day-to-day development process coordination.
- Maintained Fastlane and GitHub Actions pipelines for Enterprise, AdHoc, TestFlight, PR validation, and App Store releases, while sustaining a 99.98% crash-free rate.

TSUM (Mercury Group)

Senior iOS Engineer

2017 - 2022

Built and scaled internal iOS applications for retail operations, logistics, warehouse workflows, and indoor navigation.

- Owned delivery across 5+ production UIKit applications, including employee assistant, courier, warehouse receiving, indoor navigation, and brand catalog tools.

- Owned platform architecture for the TSUM retail iOS ecosystem, defining shared structure and cross-project technical standards across multiple applications and feature streams.
- Standardized cross-app architecture with shared BLE scanner and printer frameworks, shared DTOs, partial domain reuse, and Carthage-to-CocoaPods migration.
- Introduced CI/CD and MDM distribution, then migrated Jenkins pipelines to GitLab CI and Fastlane, reducing release cycles from several days to around one hour.
- Designed offline-first architecture for courier and warehouse apps with local route loading, offline order processing, and delayed backend synchronization.
- Built an AppClip-enabled indoor navigation platform with canvas-based map rendering and a custom route editor to reduce binary size and improve in-store positioning stability.

Early Career

Fullstack & iOS Engineer

2010 - 2017

Built iOS products across recommendation MVPs, marketplace e-commerce, social music, outsourced client applications, and internal business systems before moving into larger-scale platform ownership roles.

- Delivered Swift and Objective-C applications across recommendation, survey, social interaction, marketplace, media, logistics, maps, and NFC use cases, with end-to-end work spanning UI, backend integration, and release preparation.
- Improved production stability in marketplace flows to 99.8% crash-free, owned App Store release handling for consumer products, and built audio playback and offline listening experiences with AVFoundation, AVPlayer, and CoreAudio.
- Started in backend development with PHP, MySQL, and Node.js, then transitioned into iOS delivery while also building internal CRM/ERP, warehouse management, reporting, and process automation systems.

Education

Bryansk State Technical University - Specialist's Degree (equivalent to MSc) in Software Engineering · 2004-2009

Languages

English - Professional working proficiency / Spanish - Elementary proficiency / Russian - Native