

Daniil Voidilov

Senior iOS Engineer • Mobile Architect • API/Framework Designer

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PROFILE

Mobile Architect & Senior iOS Engineer with 8+ years of experience building scalable fintech and consumer apps used by millions. Strong in product thinking, architectural design, internal tooling, and API/SDK development. I design and implement full-stack mobile solutions — from UI frameworks and navigation layers to backend services, analytics, and developer tools.

Specialised in Swift, SwiftUI, UIKit, Swift Concurrency, Combine, modular architecture, design systems, API design, and Vapor backend development. Author and maintainer of open-source libraries with real adoption:

VaporToOpenAPI (135★, used by 27+ projects) and VimMulticursor (28k+ downloads on JetBrains Marketplace); 68 merged PRs across external open-source projects.

PROFESSIONAL EXPERIENCE

Tabby — Senior iOS Developer

May 2022 – Aug 2026 · Dubai (remote)

Fintech app (BNPL) used by millions in the MENA region. [App Store](#)

- Built and maintained core app modules and key platform components.
- Designed the entire iOS design system from zero: architecture, components, naming.
- Automated Figma → code sync for colors, icons, typography; created internal Figma plugin generating UIKit/SwiftUI code.
- Implemented fully cross-stack (UIKit and SwiftUI) components with a unified configuration layer.
- Integrated Kotlin Multiplatform, set up CI pipelines, improved module boundaries.
- Designed and built a new navigation layer; reduced UIKit–SwiftUI bridging friction.
- Authored internal frameworks (VDPin, VDLayout, VDChain) reducing UI boilerplate; widely adopted by the team.
- Built runtime UI inspector for debugging and QA.
- Built and published internal documentation and tutorials using DocC and Docsify.
- Owned platform projects end-to-end: from proposal and architecture to rollout and team adoption.
- Conducted technical interviews for iOS candidates.

Copper.co — Senior iOS Developer

Aug 2020 – Jun 2021 · Moscow

Crypto banking & secure multi-wallet management.

- Built the entire iOS application from scratch: architecture, navigation, wallet infrastructure.
- Built interactive SceneKit animations.
- Delivered crypto-finance modules and data handling pipelines.

Crypterium — Senior iOS Developer

Aug 2019 – Aug 2020 · Moscow

- Implemented finance-related UI and integrated crypto exchange APIs.
- Contributed to performance optimization and improved app reliability.

Pochtabank — Middle iOS Developer

Sep 2018 – Aug 2019 · Moscow

- Migrated a legacy system to MVVM across 70% of production modules.
- Completely rewrote the transaction history module with improved performance and cleaner architecture.

RosEuroBank — Junior iOS Developer

Mar 2018 – Sep 2018 · Moscow

- Maintained legacy banking app; implemented biometric authentication.

OWN PROJECTS

Transfer Music — iOS app + backend

[App Store](#)

Music transfer between Apple Music, Spotify, Yandex, and others.

- Full architecture of client and backend (Vapor, Redis caching, metrics/logs infrastructure).
- WebSocket engine with dynamic batch subscriptions, paging, throttling, real-time updates.
- Support chat on Firebase Firestore with notifications, AI auto-response, developer escalation.
- Advanced debug menu: remote config, logs, keychain, UserDefaults, Firebase inspector.

Other apps: [Challenge Tracker](#) (habits), [Made Fire](#) (ambience), [UniCount](#) (scientific calculator with custom engine).

OPEN SOURCE

- [flutter-cljd](#) — extensive ClojureDart wrapper over Flutter's widget API; idiomatic Clojure layer incl. custom render objects and a layout solver.
- [swift-uiinspector](#) — runtime UI inspector for iOS; works inside Xcode Previews.
- [VimMulticursor](#) — IdeaVim multi-cursor plugin, 28k+ downloads on JetBrains Marketplace.
- [VaporToOpenAPI](#) — OpenAPI specs from Vapor routes. 130+ stars.
- [swift-api-client](#) — flexible API client (async/await + Combine).
- [VDPin](#) — constraint builder used at Tabby; safer, simpler SnapKit alternative.
- [VDLayout](#) — declarative UIKit layout DSL.
- [VDAnimation](#) — declarative animation DSL.
- [UIKitViews](#) — universal UIViewRepresentable wrappers.
- [claude-talk-to-figma-mcp](#) — MCP server connecting AI agents to Figma: near-full plugin API coverage incl. FigJam, agent-friendly grep/find tool surface.

PUBLICATIONS

- [Taming SwiftUI Navigation: A Practical Approach with VDFlow](#)
- [Create Complex Declarative Animations in SwiftUI with VDAnimation](#)
- [Meet swift-api-client](#)

SKILLS

- **Core:** Swift, SwiftUI, UIKit, Swift Concurrency, Combine, architecture design, design systems, UI frameworks & DSLs, performance optimisation, API design (client + backend).
- **Backend & DevOps:** Vapor, Redis, WebSockets, caching, CI/CD (GitLab CI, Fastlane), logging/metrics/monitoring (DataDog, Grafana, InfluxDB).
- **Additional:** Kotlin Multiplatform, Firebase/Firestore, Keychain/security, deep links, StoreKit/App Store Connect, debug tooling.
- **Other languages:** Objective-C, Kotlin, TypeScript (production); Clojure/ClojureDart, Dart (side projects).

EDUCATION

Bauman Moscow State Technical University — BEng & MEng, Control Systems Engineering · 2013–2019

LANGUAGES

Russian — native · English — B2