



TYMOTEUSZ PASIEKA

IOS DEVELOPER

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- App Store Apps

PROFILE

IOS developer with 8+ years of experience shipping apps end-to-end. Comfortable working in small teams where I take ownership from concept to App Store release. Experienced in both product design and scalable technical architecture. Passionate about building user-first apps that solve real problems.

TECH STACK

- iOS Core:** Swift, SwiftUI/UIKit, AutoLayout, CoreData, Combine MVVM, Clean Architecture
- DevOps/Tools:** Xcode, Xcode Cloud, Bitrise, Git, Cursor, CocoaPods/SPM
- Backend & Integrations:** Firebase, REST, Realm, Alamofire, Subscriptions, Ads, Push Notifications
- Other:** UI/UX Design, Big Query, App Store publishing, Unit/UI Testing, Scrum, Figma/Photoshop

EDUCATION / CERTIFICATES

- CRACOW UNIVERSITY OF TECHNOLOGY Schooling Full Stack UX/UI design (10/2013 - 07/2017)
- PROFESSIONAL SCRUM MASTER I

EXPERIENCE

- WINGMAN GROUP, INC. (2022 - present)
 - Lead iOS Developer - Wingman (Dating App)
 - Rebuilt and redesigned the entire iOS app, modernizing it with SwiftUI + Combine for better UX and scalability
 - Implemented new monetization flows and key engagement features
 - Established CI/CD pipeline with Xcode Cloud and Bitrise
 - Collaborated with product and design teams across countries to deliver user-focused features quickly
 - ZERO DAWN LTD (11/2020 - 12/2022)
 - Lead iOS Developer - Skratch (Travel Companion App)
 - Built and launched key features including widgets, map functionality, and eSIM purchasing
 - Collaborated with one of the top product designers; app was featured by Apple multiple times
 - Helped grow the app to a 100k+ MAU, improving engagement and retention
 - Worked closely with founders to shape the technical road map and align with product goals
 - CURATED CONTENT LTD (10/2019 - 11/2020)
 - iOS Developer - Solitaire (Native Card Game)
 - Developed complex algorithms for an innovative solitaire solver, using TDD for reliability
 - Implemented ads and subscription monetization
 - Ran multiple A/B tests with a large user base, collaborating with analytics team using BigQuery to drive product decisions
 - Contributed to a scalable architecture with MVVM, Firebase, Realm, and CI/CD pipelines
 - Progressively grew from supporting iOS developer to becoming the main iOS developer, taking full ownership of the project
 - INDIE/FREELANCE IOS DEVELOPER (02/2017 - present)
 - Smart Kiddo - Educational app for kids
 - Featured by Apple in 32 countries, reaching 15k+ downloads
 - Designed and developed the app end-to-end: UX, coding, backend integrations, monetization, App Store publishing
 - Implemented Firebase analytics for tracking usage, A/B testing flows, and crash reporting
 - Ensured quality and stability with modular architecture, unit/UI testing, and continuous updates
- More apps described on <https://tymoteuszpasieka.com>

ACHIEVEMENTS / HIGHLIGHTS

- Published own 3 apps on App Store with 25k+ downloads
- Creator of Smart Kiddo, an educational app for kids featured by Apple in 32 countries
- Experience leading iOS dev in 3 international startups
- Strong eye for UI/UX and product design
- Proven ability to ship MVPs or new features quickly

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).