Kyrylo Panin

Valencia, Spain | kyrylopanin.dev@gmail.com | ohmydeveloper.com | linkedin.com/in/kyrylopanin | github.com/Ohmydeveloper

SUMMARY

Senior iOS and macOS engineer with 7 years of experience across B2B, FinTech, IoT and consumer apps. At GlobalLogic, developed a high-load B2B framework and moved legacy modules to Clean Architecture and TCA. Since mid-2025 builds his own products: Ranger, a firewall for Mac, and Cool Sudoku for iPhone and Android. Based in Valencia, authorized to work in Spain, open to B2B.

EXPERIENCE

Independent Developer Jul 2025 - Present
OhMyDeveloper, Valencia, Spain

- Build and ship my own products (below), from design to release.

Senior iOS Developer Nov 2022 - Jun 2025
GlobalLogic, Remote

- Moved legacy modules to Clean Architecture and TCA, reducing technical debt and bug reports.
- Developed a high-load B2B framework with enterprise performance requirements.
- Worked in a cross-functional Scrum team and introduced automated code reviews.

Strong Middle iOS Developer Jun 2022 - Sep 2022
Lemberg Solutions, Remote

Contract

- Designed the architecture of a native iOS app for an IoT product with live hardware monitoring.
- Reduced device sync latency by changing the Core Bluetooth (BLE) exchange protocol.

Strong Middle iOS Developer Oct 2021 - Jan 2022
Meta Project, Odesa, Ukraine

- Built the iOS client of a taxi-hailing platform; reduced ETA variance and UI jitter in live GPS tracking by reworking the WebSocket update flow.

Middle iOS Developer Aug 2021 - Oct 2021
Volpis, Remote

Contract

- Wrote image processing modules on Metal and OpenCV and fixed crashes on high-resolution images.

iOS Developer Dec 2019 - Oct 2021
Asedo, Odesa, Ukraine

- Shipped 5+ FinTech and EdTech apps end to end, under security compliance requirements.
- Introduced dependency injection with Swinject, which made modules testable in isolation.

Mobile Developer Mar 2019 - Dec 2019
WebHub, Odesa, Ukraine

- Developed e-commerce mobile apps and integrated REST APIs for product catalogs.

PROJECTS

Ranger 2026
Own product, rangerfirewall.com, Remote

A quiet firewall for Mac: it stops scam sites, ads and tracking in every app and never shows a pop-up.

- Built it alone in Swift 6 for macOS 14+, Apple silicon and Intel; released in November 2026.

- Wrote the traffic filter as a system extension on NetworkExtension (NEFilterDataProvider): it gets each server name from macOS, TLS ClientHello (SNI) or the QUIC Initial packet and checks it against blocklists.
- Reads filter rules from atomic snapshots without a lock (swift-atomics), logs traffic to SQLite and shows a per-app summary in SwiftUI and Swift Charts.
- Signs licenses with Ed25519 (CryptoKit); the activation server runs on Cloudflare Workers with D1.
- Ships as a notarized, auto-updating Developer ID build in 16 languages; 185 tests cover the shared core.

Cool Sudoku 2026
Own game, coolsudoku.app, Remote

Sudoku for iPhone and Android that teaches: a hint walks through the deduction step by step instead of filling in the cell.

- Wrote one game engine in Swift for both platforms; the Android app calls it through JNI (swift-java).
- Hints name eight solving techniques; 6x6, 9x9 and 12x12 puzzles are generated on the device, offline.
- iOS app in SwiftUI, SwiftData and StoreKit 2; Android app in Kotlin with Jetpack Compose and Play Billing.
- Backend in Go with PostgreSQL: REST API, push worker for APNs and FCM, remote config, A/B experiments and an admin panel.
- Ships through Xcode Cloud and GitHub Actions; in TestFlight beta and store review.

Crazy Checkers 2026
Own game, in development, Remote

Checkers with attitude for phones: classic rules plus six fighters, prank cards and a comic finishing move.

- Wrote a five-level bot for three rule sets (American, Brazilian, International), checked against perft counts.
- Designed eleven prank cards and six fighter moves, paid for with a rage meter; the bot plays them.
- Built online play on a Rust server (tokio, axum, PostgreSQL) that referees moves with the game's Lua core.

EDUCATION

B.S. Computer Science 2024
Odesa National Polytechnic University, Odesa, Ukraine

SKILLS

Languages: Swift 6, Objective-C, Kotlin, Go, Rust, Lua

Apple platforms: iOS, macOS, SwiftUI, UIKit, AppKit, NetworkExtension, SwiftData, StoreKit 2, Swift Charts, CryptoKit, Core Bluetooth, Metal, CoreML

Swift and architecture: Swift Concurrency (async/await, actors), Observation, Combine, TCA, MVVM, Clean Architecture, Swift Package Manager

Android: Kotlin, Jetpack Compose, Coroutines, Google Play Billing

Backend: Go, PostgreSQL, REST, Rust (tokio, axum), Cloudflare Workers, Docker, WebSocket

Testing and delivery: Swift Testing, XCTest, Xcode Cloud, GitHub Actions, TestFlight, App Store Connect API

AI tools: Claude Code, Cursor, GitHub Copilot

Spoken languages: Ukrainian (native), Russian (native), English (B2)