

Ruslan Popesku

Lead iOS Engineer · AI-native development

Lviv, Ukraine · github.com/rusel95 · Hush: White Noise on the App Store



~10 years of Swift/iOS — from solo indie apps shipped on the App Store to Technical Team Lead on a 600M-user streaming platform. I ship with AI coding agents daily and build the tooling that keeps their output production-grade.

SHIPPED PRODUCT

- **Hush: White Noise** — indie sleep-sounds app, live on the App Store (trial → paywall via Adapty). Product, code, and release — all solo. apps.apple.com → Hush

AI-NATIVE ENGINEERING

iOS Agent Skills — benchmarked skill marketplace for Claude Code, Codex & 40+ AI coding **OPEN SOURCE · MIT** tools

11 enterprise-grade skills — SwiftUI/UIKit MVVM, VIPER, TCA, Swift Concurrency, GCD, testing, security, accessibility, localization — each validated with 850+ discriminating assertions across 260+ scenarios and blind A/B scoring on three LLMs. Installs as a Claude Code plugin.

github.com/rusel95/ios-agent-skills

- **GenAI Champion, EPAM** — drive an entire client account (not just iOS) up the AI-maturity curve, from autocomplete-level use to agent-driven delivery; sole author of the Mobile department's iOS agent-skill library.
- **Speaker** at engineering events ("GitHub SpecKit: AI Spec-Driven Development" — [on YouTube](#)); hands-on with SpecKit, BMAD, MCP and Apple Foundation Models evaluation for the mobile AI toolchain.

EXPERIENCE

EPAM — Senior iOS Engineer → Lead iOS Engineer 01.2021 – present

- **Disney+ Hotstar** — Technical Team Lead on one of the world's largest streaming services (600M+ active users, 200+ engineers); shipped features with 75% unit-test and 100% UI-automation coverage; VIPER, BFF, GitHub Actions CI/CD.
- **Thomson Reuters** — Senior iOS Engineer on a news app with 2M+ active users; in-app JS web views.
- **Planoly** — Senior iOS Engineer on a social-media planning app with 50,000+ subscribers.

Nullgravity — iOS Engineer (contract) 03.2019 – 01.2021

- AR retail app for a leading building-materials retailer; cut legacy build time by 60% (~20 minutes saved daily per iOS developer); complex merge-conflict work across a 12-developer codebase.

Yalantis — iOS Engineer 05.2018 – 03.2019

- Grow Fit retail app (App Store, support phase) and a location-based game for US college students; built a complex bug-tracking integration.

Planexta — iOS Engineer (contract) 10.2017 – 04.2018

- **SenceHub** (Bluetooth health device) built from scratch: long-running background execution, high-frequency real-time charting over large data streams.

D-studio — iOS Engineer (contract) 12.2016 – 10.2017

Fan-community app for a pop artist, taken from idea to App Store release.

SKILLS

iOS: Swift, SwiftUI, UIKit, CoreData, XCTest / TDD, CI/CD (GitHub Actions), REST / Alamofire, Firebase, Crashlytics, Sentry, Vapor, Adapty · MVVM, VIPER, CleanSwift, TCA

AI tooling: Claude Code (daily driver), agent-skill authoring & benchmarking (SKILL.md), SpecKit, BMAD, MCP, prompt engineering

English: C1

EDUCATION

Dnipropetrovsk National University of Railway Transport — Technical Cybernetics, 2013–2017