



Dmitriy Gorevoy

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SUMMARY

1) I do native Apple iOS / watchOS applications (Swift (nowdays), Objective-C (>5yrs xpnc), Xcode) in various directions: Ethereum based apps, fintech, casino games, educational projects, fitness apps. Do it from scratch / tech specs (or without) / ideas to release / production / AppStore.

2) I do blockchain / smart contracts development for Ethereum / DeFi using Solidity / Web3 / NodeJS / ReactJS.

3) I do combined: "iPhone to Blockchain" solutions from above.

Have strong understanding about cybersecurity, pentesting, vulnerabilities, exploits, SQL-injections, cross-site-scripting, so on.

Past experience: PHP, JS, MySQL, Postgres, HTML, CSS, web direction.

I'm self motivated, can implement your best wishes into working profitable project.

Have personal apps in [AppStore](#)

Hobby on [Instagram](#)

WORK EXPERIENCE

iOS/Blockchain Engineer/Consultant/Researcher/Manager at [Protofire](#)

June 2021 - July 2023 (full-time contractor)

Developed iOS Ethereum DeFi Wallets based on:

- MPC (Multi Party Computation)
- Multi-signature safes (Gnosis Safe)
- DEXes (Uniswap/Sushiswap/Quickswap/Pancake/etc)
- Staking/Deposits/Farming solutions (AAVE/Lido/Idle/etc)
- Cross-network bridges (Polygon/Avalanche/etc)
- Private crypto investments (link below)

Links to Appstore:

- [Protofire DeFi Wallet](#)
- [Digital Assets Advisors](#)

Lead iOS/Blockchain Engineer at [Spherity](#)

November 2018 - March 2021 (part-time / full-time)

Developed iOS Identity Crypto Wallets based on:

- MPC (Multi Party Computation)
- DIDs (W3C Digital/Decentralized Identity) solutions
- Verifiable Credentials connected to Ethereum blockchain
- Sending transactions from device directly to blockchain

Solutions used for Pharma, Automotive, Supply chain sections, etc.
More information can be found at [Medium](#)

iOS Engineer at [Shodement](#)

June 2020 - December 2020 (freelance)

- Developed, customised and delivered mobile (iOS) application for Shodement clients such as Musicians, Managers clients - from scratch to AppStore

[Link to App Store](#)

Lead iOS Engineer & Release Manager of Native Casino at [Playtech](#)

September 2016 - December 2019 (full-time)

- Developed, customised and delivered mobile (iOS) gambling applications for our clients - from scratch to AppStore
- Managed delivery process, faced various challenges, solved problems

Clients: Casino.com, Bet 365, SNAI Casino, Paddy Power, PokerStars and other gambling leaders:

[Casino.com AppStore](#), [Bet365 AppStore](#), [Snai Blu AppStore](#), [Fortuna.ro AppStore](#), [Eurobet AppStore](#)

iOS Engineer at [MoveInCat](#)

September 2017 - August 2018 (freelance)

Developed MoveInCat Real Estate iOS Application which provided rental services for agents, tenants and contractors (project not alive).

Senior iOS Engineer of Native Casino at [Playtech](#)

September 2014 - December 2016 (full-time)

- Developed iOS gambling apps such as: 3D Roulettes, Slots, Card games
- Created Apple Watch app which added possibility to play directly from it
- Using Cocos3D, SpriteKit and other native iOS technologies

iOS Engineer at [Wasabi Ventures](#)

December 2012 - December 2014 (full-time / freelance)

Developed iOS apps from the beginning to AppStore release in various sections: educational, health, data storage, media projects.

Full Stack Software Engineer at [Wasabi Ventures](#) and [Wasabi Media Group](#)

November 2008 - December 2012 (full-time / freelance)

Created websites in various sections: educational, health, data storage, media projects.

System Administrator at [EuroCredit](#)

September 2006 - December 2008 (full-time)

