

# Peter Tretyakov

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## SUMMARY

7 years ago I started my journey as an iOS developer and have been constantly evolving in this direction, reaching the point of working with GPU image processing on Metal over the last three years. My career spans working in teams of up to 14 developers, where I not only actively participated in problem-solving but also contributed to improving product quality through code reviews and developing architectural solutions. In my portfolio there are plenty of apps in App Store where I contributed on all levels. From responsive UI up to high-performance engines for image processing on Metal and the creation of macOS editors using SwiftUI. I created a drawing app using Metal rendering for iPad and Apple Pencil, and three more personal apps, one of which has 15K DAU.

Former member of Mobius Conference program committee. It is one of the most popular mobile conference in Russia. I also share my Metal development knowledge in my personal blog [mtldoc.com](http://mtldoc.com).

My portfolio: Dither, Lensa, Wand (iPadOS), Leem, Mahjong Challenge, MT, Iuliia (Swift Package, Open Source), Appetise (iOS/Android/Ruby on Rails).

## PROFESSIONAL EXPERIENCE

### Senior iOS/Metal Developer

Dec 2020 — Nov 2023

Prisma Labs

Company behind Lensa AI and Prisma photo/video AI editor apps with on-device neural network processing, creator of Magic Avatars.

- Developed and maintained on-demand resource loading system, which led to 10x reductions of S3 traffic and its costs;
- Created photo/video processing engine on Swift and Metal, reduced amount of code required for adding new functionality by 8 times;
- Created macOS internal app for node graph visual editing, simplified company designers workflow which helped to maintain weekly release cycle of new photo/video processing effects;
- Built a universal system for work with remote resources (including network fetcher, file storage, UI component), reduced time-to-market for new resource-based functionality from 2-3 weeks to 3-5 days;
- Created video projects gallery and database for them;
- Added support for WebP image format in iOS app instead of jpg/png, reduced amount of traffic and required disk capacity for them by 50%.

### Senior iOS Developer

Aug 2020 — Dec 2020

Cardsmobile

Loyalty cards marketplace and payment service.

- Refactored UI modules and rewrote them from Objective C to Swift, removed 90% of legacy code;
- Fixed more than 30 analytics issues, improved quality of gathered analytics data by 25%;
- Created new screen for card issuance under A/B test, improved conversion to issue by 15%.

### **iOS Developer**

Jul 2018 — Aug 2020

Redmadrobot

Outsource software development company with a strong portfolio in financial services, e-commerce, delivery services and clients all around the globe.

- Built and launched an iOS e-commerce app on fashion market from scratch with custom UI and realtime language change;
- Added ApplePay support to app;
- Created a design system and UI components library for it, reduced time required for creating new screens by 40%.

### **Mobile Developer**

Jul 2017 — May 2018

Roxosoft

Outsource software development company with clients primarily in USA and UK.

- Redesigned mobile apps (iOS and Android) for food delivery, improved quality of UI/UX by 70%;
- Added "repeat my order" functionality with highlighting of price changes, increased amount of orders by 60%;
- Updated backend on Ruby on Rails, added support for "repeat my order" functionality.

## **EDUCATION**

- Ural State University named after A.M.Gorky, Bachelor's Degree, Economics, 2003 — 2008

## **CERTIFICATES**

- Complete C# Unity Game Developer 3D, GameDev.tv, 2023
- Qt 6 Core Beginners with C++, Udemy, 2022
- Improving Deep Neural Networks: Hyperparameter tuning, Regularization and Optimization, Coursera, 2018
- Neural Networks and Deep Learning, Coursera, 2018

## **LANGUAGES**

- English — Advanced
- Russian — Native

## **SKILLS**

**Languages:** Swift, Metal Shading Language, Bash, Objective C, Ruby, C, C++, Rust

**Frameworks and libraries:** Metal, Metal Performance Shaders, MetalKit, SwiftUI, UIKit, CoreGraphics, CoreText, CoreAnimation, Image I/O, AVFoundation, Combine, GCD, Swift Concurrency, CloudKit, Swift Macros, CoreData, Realm, Swift Networking, Swift Argument Parser, XCTest

**Technologies and concepts:** iOS Development, macOS Development, GPU Development, Shell Scripts, MVC, MVVM, SOLID

**Programs and tools:** Xcode, Xcode GPU Profiler, CLion, RubyMine, Git, Xcodegen

**Interpersonal:** Code review, Teamwork, Critical thinking, Problem solving, Deadline oriented