

Svjatoslav Boiko

Engineering & Leadership

Profile Selected work Experience Contact

An independent perspective. A shared ambition.

From possibility to production.

I’m Svjatoslav Boiko. A Staff iOS Engineer at Apple, leading an AI engineering team from first idea to real-world use.

Explore my work ↓

Download resume (PDF) ↓

01 / Profile

A considered approach to complex problems.

My work brings together technical leadership, product development, and AI. I turn ambiguous ideas into products that people can rely on.

At Apple, I lead an AI engineering team building internal products for software and hardware engineering organisations. My responsibility spans discovery and prototyping, technical direction, architecture, and production.

Before Apple, I worked across the full lifecycle of mobile products: early-stage MVPs, white-label platforms, enterprise applications, and systems serving more than 200,000 daily active users.

I do my best work where the problem is not yet fully defined, the technical bar is high, and engineering decisions matter to the product and the organisation around it.

[Read the original resume](#) ↗

Since 2013

Engineering Apple platforms

**~2,000
engineers**

Using a product I led at Apple

**200,000+
daily users**

Scale of earlier mobile products

02 / Selected work

The work, in practice.

A selection of products, decisions, and the teams behind them.

I / Apple · Since November 2024

**AI products.
Real engineering.**

Staff Engineer · AI team leadership

**From an internal idea to a product used by
approximately 2,000 Apple engineers.**

I lead the team that turns early ideas into useful internal products. I frame the problem, bring together the right domain experts, choose a technical direction, and get working prototypes in front of users.

One product supports software engineering workflows. A second, currently in development, addresses hardware engineering: boards, chips, and the workflows around them.

Leadership & delivery



Discovery, research, technical exploration, and prototyping run in parallel. Where the problem allows, an early idea can become a useful proof of concept within one or two sprints.

Once the concept proves its value, I guide the team into production: architecture, UX, performance, reliability, memory, security, maintainability, and scale. I establish shared context, give engineers ownership, remove blockers, and connect teams across domains.

Swift · SwiftUI · macOS · Agentic AI · LLM orchestration · Tool calling · RAG · MCP · Evals · Context management · AI observability

[Original case study](#) ➤

II / Applica · Started January 2024

Five Minute Journal.

Principal Engineer · Cross-functional leadership

A team of seven engineers.
iOS, Android, and backend.

A stronger architecture. A more independent team. Measurable product outcomes.

I led a cross-functional engineering team, modernising the application with SwiftUI and a modular architecture, redesigning API integration, and establishing A/B testing and event taxonomy.

The work connected engineering decisions with delivery speed, product insight, and customer experience.

66% less implementation time following the move to SwiftUI and modular architecture.

30–70% less setup time for A/B tests.

15% increase in realised LTV through data-informed product work.

Decisions, outcomes & supporting material

The technical direction followed an audit of delivery constraints, a monolithic codebase, performance bottlenecks, and unstable integrations. I also mentored engineers through architecture decisions, code reviews, and knowledge sharing.

The supporting performance report records an app start time of 654 ms, 59% faster than three months earlier. Performance work contributed to a 40% reduction in complaints related to app performance. A new API version and data-handling improvements increased overall application performance by 30%.

Swift · SwiftUI · Combine · Flux · Modular architecture · API design · A/B testing · Product analytics · Database optimisation



FMJ App

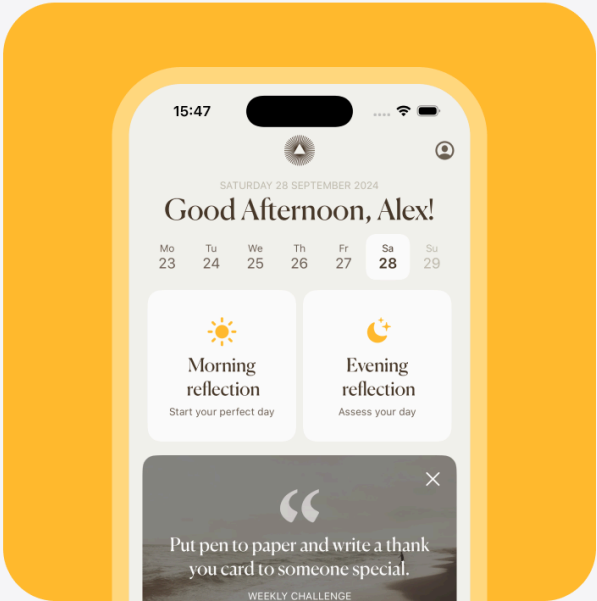
Multi-platform
journalling app

Designed for practicing daily gratitude, 5 Minute Journal is a fully featured freemium app with a premium design aesthetic.

 Download on the
App Store

 GET IT ON
Google Play

SwiftSwiftUIFluxiOSKotlinComposeMVIA/B TestUnit TestUI/UX

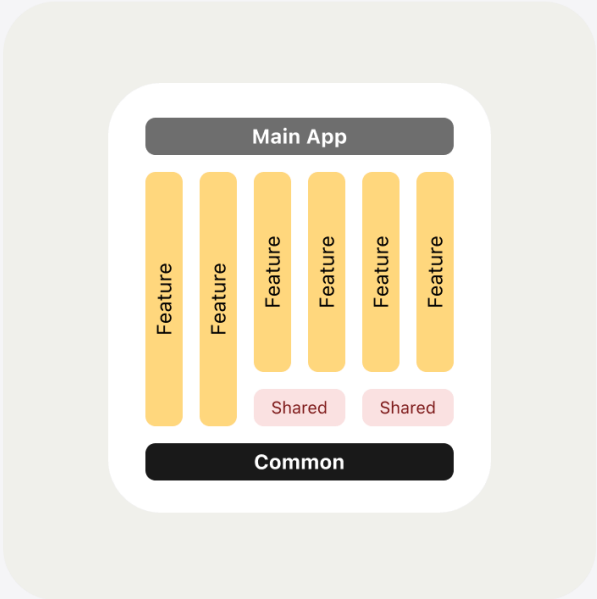


Five Minute Journal — application overview from the original portfolio.



- Isolated
- Reusable
- Testable
- Bounded
- Maintainable
- Flexible
- Adaptable

- ▲ Brittle
- ▲ Coupled
- ▲ Unshared
- ▲ Untestable
- ▲ Unscalable
- ▲ Confusing
- ▲ Rigid
- ▲ Bottlenecked
- ▲ Risky



Five Minute Journal — transition from a monolith to a modular architecture.

Sviat 2:50 PM
Hi, @liliyakay @Patricia

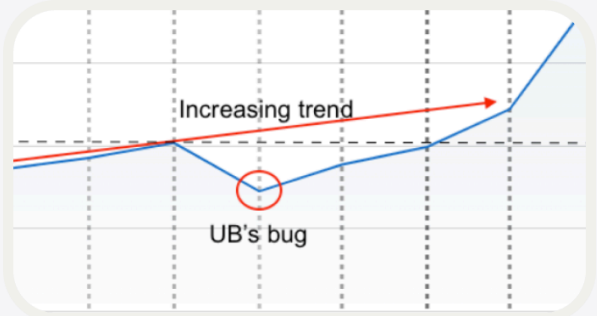
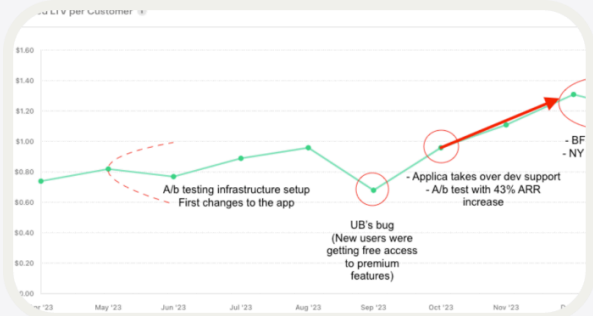
Our first result of implemented a design system in our product. It's like a set of tools for creating beautiful elements and reuse it in our app. Now me and @Yehor can do this much faster, and the chances of making a mistake in the interface are reduced. This is s huge bonus for A/B tests too 😊

We also have a special feature: you can choose between dark or light design - whatever is convenient for the user. And for those who pay for premium, different colors are available too. So everyone can customize the interface to their liking.

5 files ▾

Five mobile app screenshots are displayed side-by-side. Each screen shows a "Happier you in 5..." header, a 4.8 star rating, and a "Get Started" button. The screens show different themes (light and dark) and layouts (with and without a "Share an account" button).

Five Minute Journal — a development update about reusable UI components and personalisation.



Five Minute Journal — annotated product metrics from the original case study.

App start time (654 ms) is **59% faster** compared to 3 months prior

Distribution (last 90 days)

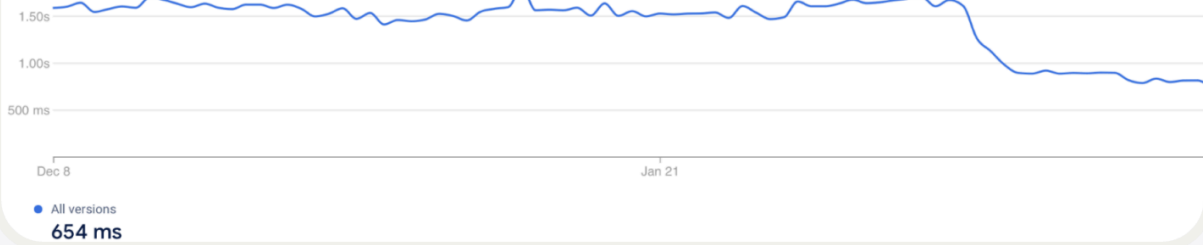
90%
1.46s

271 ms

rend over time

App version

View



Five Minute Journal — 654 ms app start time; the source reports a 59% improvement over three months.

Crashlytics

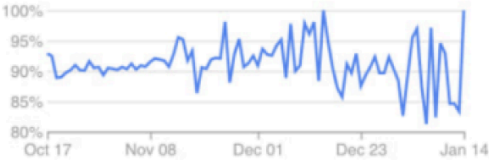
Android Production

Filter

Versions = "3.6.7 (103673000)"

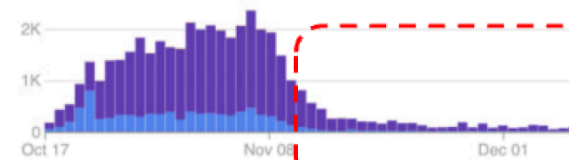
Crash-free statistics

Crash-free users
82.56%



Trends

Crashes Users Non-fatal Users
8.6K 2.1K 36K 2.9K



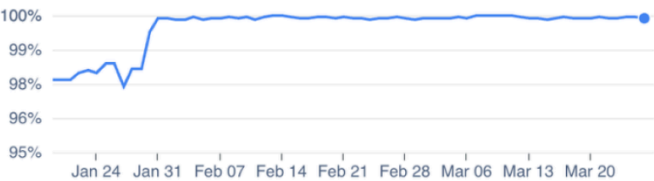
Crash-free users

95.69%

Crash-free sessions

99.55%

Crash-free users in last 68 days

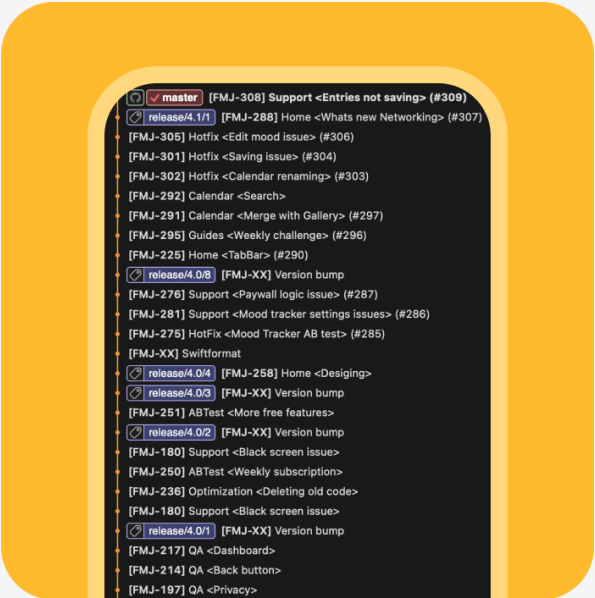


Trends

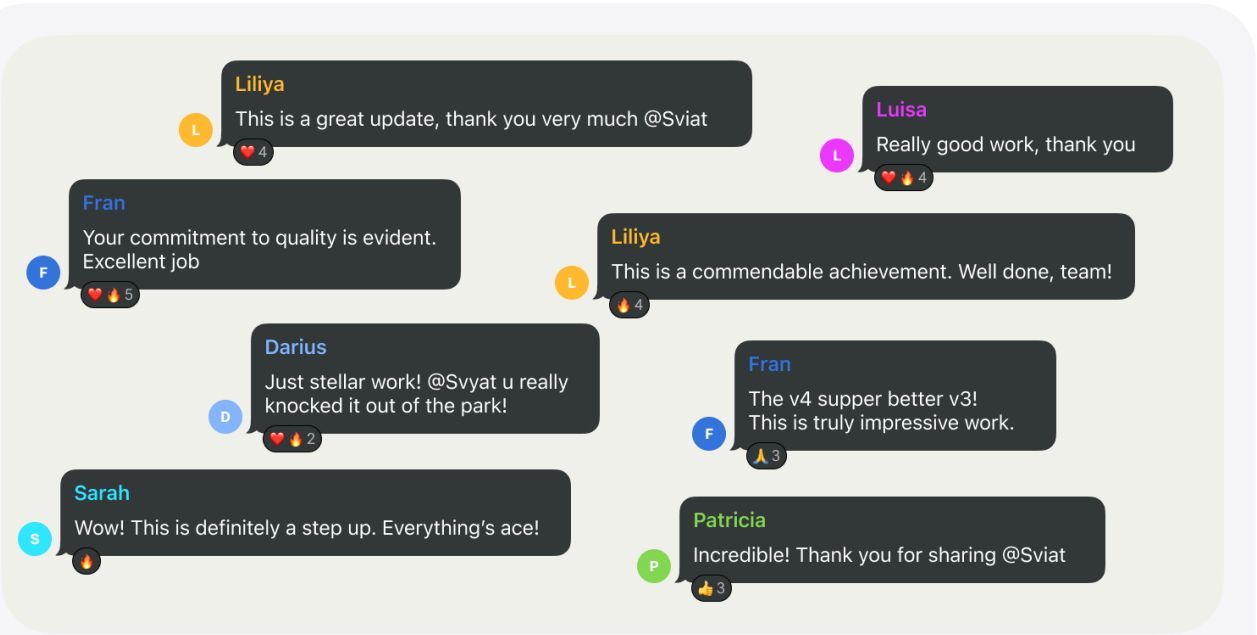
Crashes Users
4.4K 2.5K



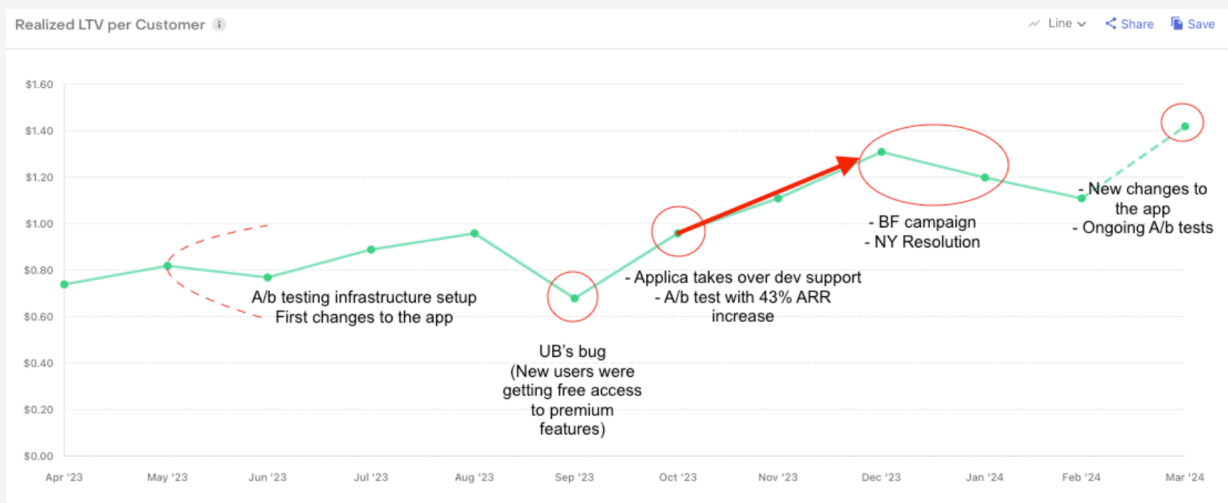
Five Minute Journal — before and after Crashlytics reports included in the original case study.



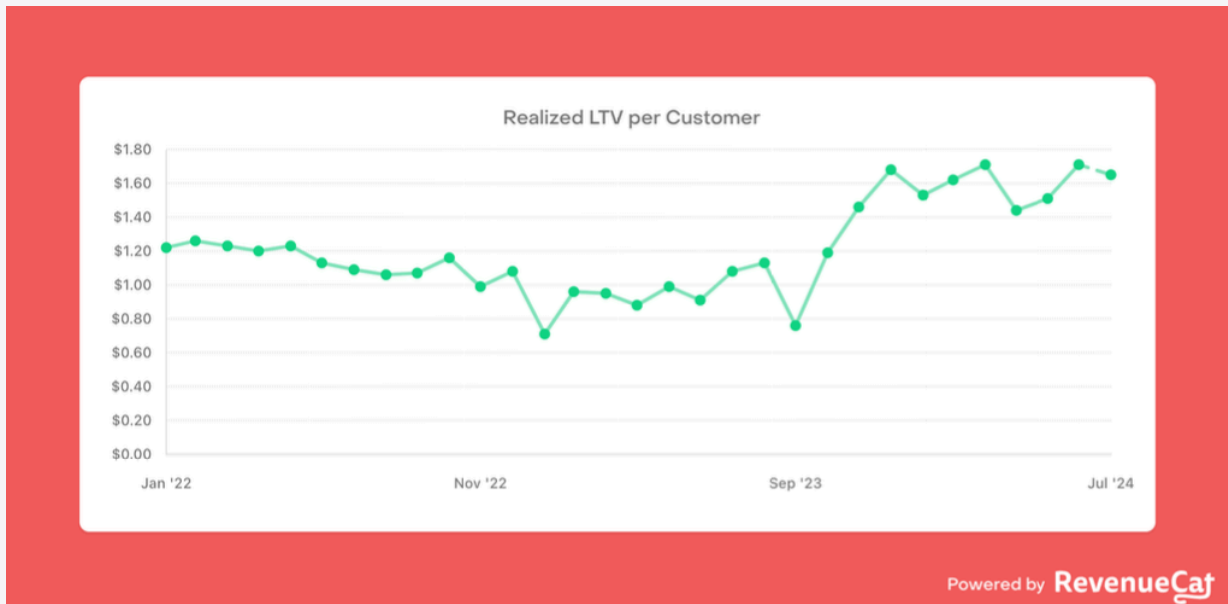
Five Minute Journal — engineering workflow and task tracking.



Feedback reproduced from the original resume.



Five Minute Journal — realised LTV per customer, with product changes annotated.



Five Minute Journal — historical realised LTV per customer.

[Original case study ↗](#) [View on the App Store ↗](#)

III / TONS · 2020 & 2022

One foundation.
More possibilities.

Staff Engineer · TONS & INON

Mobile product engineering, from a delivery platform to
a white-label application.

For TONS, I modernised application architecture, networking, and persistence; replaced Realm with Core Data; and worked through performance and data-model problems.

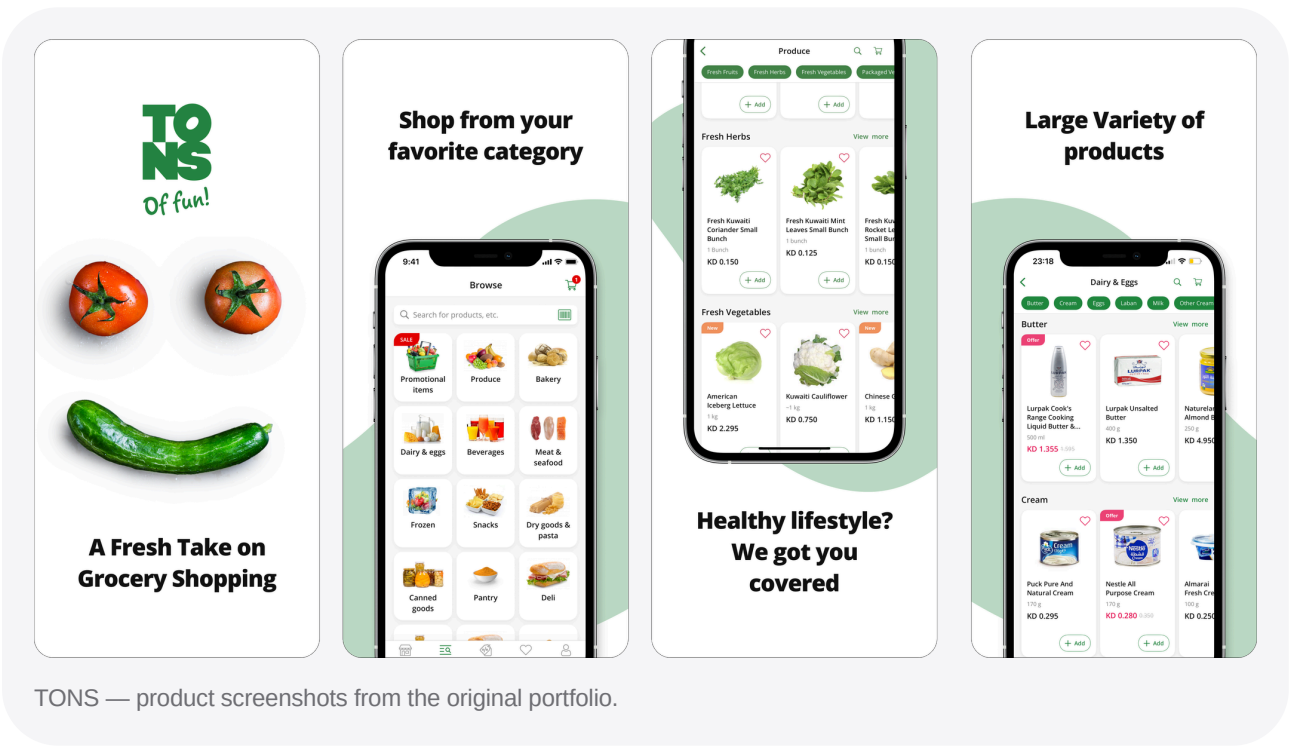
INON built on that foundation as a white-label grocery application. My role combined hands-on implementation with mobile team leadership, business-logic decisions, and collaboration across backend, Android, and UI.

Platform work & product details

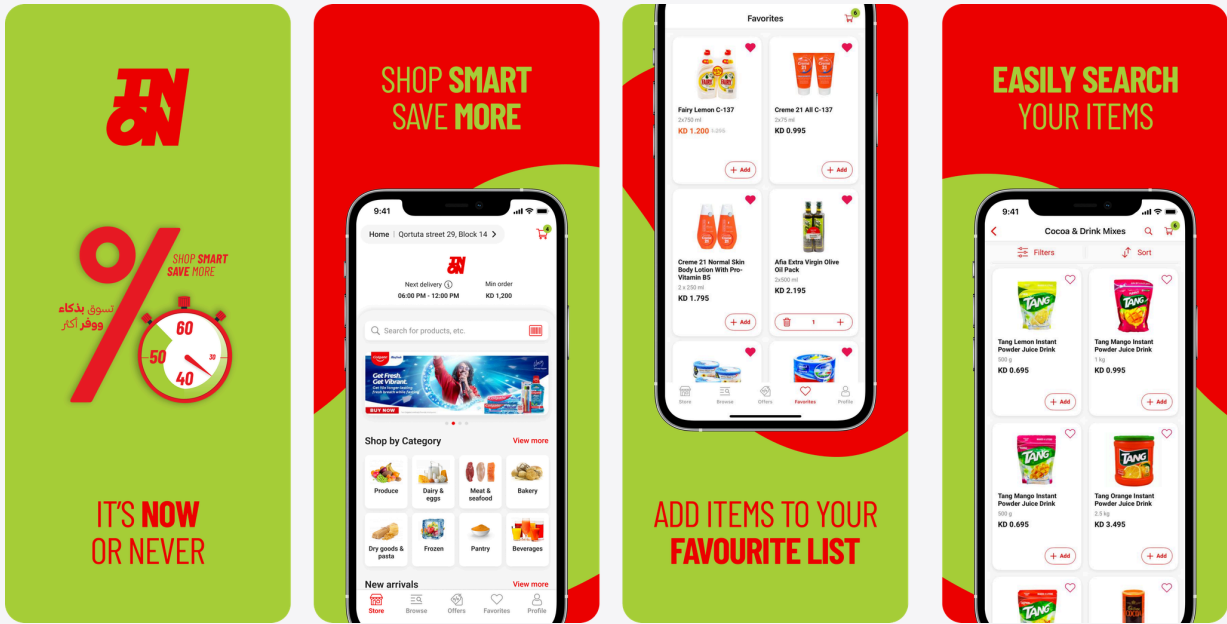
At TONS, the work included moving beyond the existing MVC structure, implementing a new networking architecture, adopting JSON API, removing unnecessary third-party frameworks, and facilitating workshops.

At INON, I analysed business requirements, proposed implementation options, contributed new functionality, and helped coordinate delivery across disciplines. The application passed its first App Store review without a rejection.

Swift · SwiftUI · Combine · Flux · White-label architecture · Core Data · Networking · Cross-functional architecture



TONS — product screenshots from the original portfolio.



INON — product screenshots from the original portfolio.

[TONS case study](#) ➤ [INON case study](#) ➤

The way I work

Understand the problem.
Give people ownership.
Build for the long term.

Research and prototyping make the direction clearer.
Sound architecture and an autonomous team make it sustainable.

A career built through practice.

From my first application in 2013 to leading AI engineering at Apple.

2024

Apple

Staff Engineer · Started 11.2024

—

Leading an AI engineering team building internal products for software and hardware engineering organisations. One product is used by approximately 2,000 Apple engineers.

[Read the selected case study ↑](#)

Swift · SwiftUI · MacOS · macOS App Development · Agentic AI · LLM Integration & Orchestration · Tool Calling · RAG · Evals · MCP · Memory / Context Management · AI Observability

[Original project record ↗](#)

2024

Five Minute Journal

Principal Engineer · Applica · Started 01.2024

—

Led seven engineers across iOS, Android, and backend. Introduced SwiftUI, modular architecture, product analytics, and A/B testing, connecting technical decisions with delivery and product outcomes.

[Read the selected case study ↑](#)

Swift · SwiftUI · Flux · Modular Architecture · Technical Leadership · A/B Testing · API Design · Performance Optimization · Combine · Product Analytics · Event Taxonomy · Database Optimization · Cross-functional Leadership

[Original project record ↗](#)

2022

INON

Staff Engineer · TONS · Started 03.2022

—

Led mobile delivery and contributed hands-on engineering for a white-label grocery application built on the TONS core. Worked across business logic, backend and Android architecture, and UI.

[Read the selected case study ↑](#)

Swift · SwiftUI · Flux · White-label Architecture · Technical Leadership · Combine · Business Logic Design · Cross-functional Architecture · Product Engineering

[Original project record ↗](#)

2020

TONS

Staff Engineer · Started 09.2020

—

Modernised application architecture, networking, persistence, and performance for a grocery delivery platform. Replaced Realm with Core Data and helped coordinate mobile, backend, and Android work.

[Read the selected case study ↑](#)

Swift · SwiftUI · VIP · Core Data · Network Architecture · Performance Optimization · Technical Leadership · Combine · REST / JSON API · Architecture Modernization · Refactoring

[Original project record ↗](#)

2019

BlackBerry

Staff Engineer · SoftServe · Started 05.2019

—

Led the iOS team and customer communication around BlackBerry Dynamics partner applications, with a focus on Cordova integration and support for new iOS platform features.

Obj-C · JS · Cordova · iOS Team Leadership · Cross-platform Framework Integration · HTML/CSS · Customer Communication · Enterprise Mobility

[Original project record ↗](#)

2018

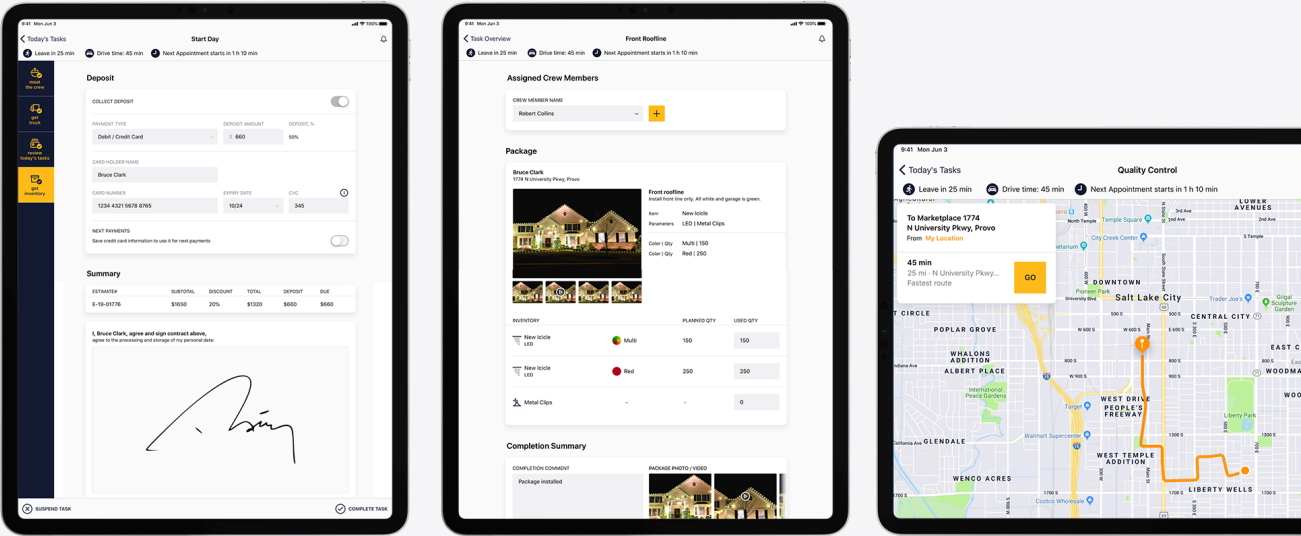
Bright Now

Staff Engineer · SoftServe · Started 08.2018

—

Worked on an iPad application for a Christmas-light installation business, supporting sales, installation crews, and quality-control roles. The project combined client SDK integration, role-based access, multi-account workflows, and navigation architecture.

Swift · UIKit · MVP · iPadOS · MVVM · SDK Integration · Multi-account Architecture · Router Navigation · JSON · Animations · User Access Levels



Bright Now — product screenshots from the original portfolio.

[Original project record](#)

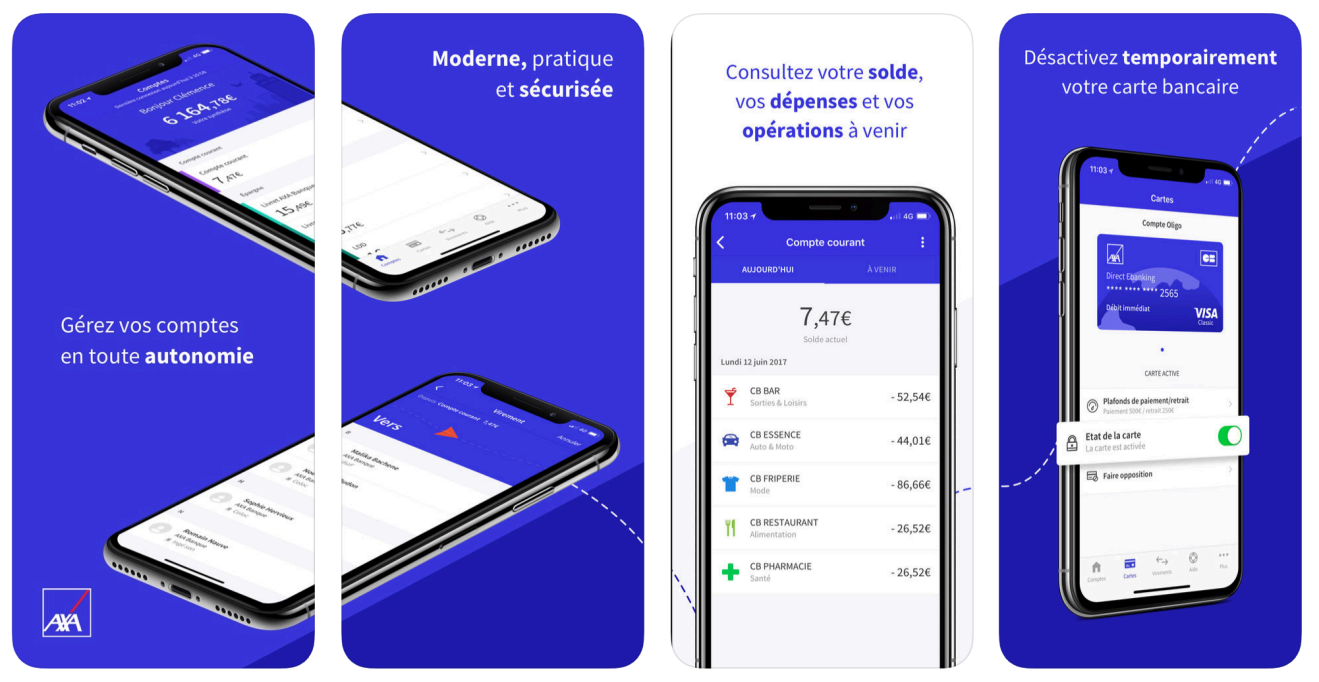
2017

AXA

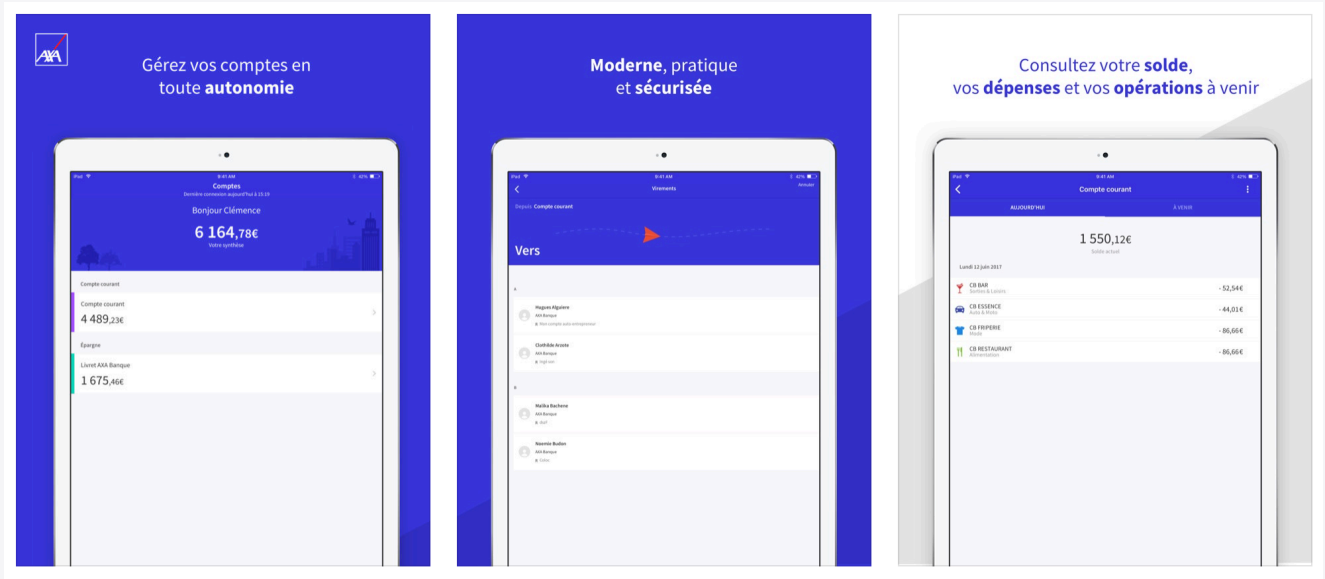
Senior Engineer · SoftServe · Started 10.2017

Led project delivery and worked directly with customers in Germany. The work involved Swift, UIKit, SDK integration, REST APIs, and UX collaboration.

Swift · UIKit · MVP · REST API · SDK Integration · Technical Leadership · Promises · UICollection · UX Collaboration · Client-facing Engineering



AXA — product screenshots from the original portfolio.



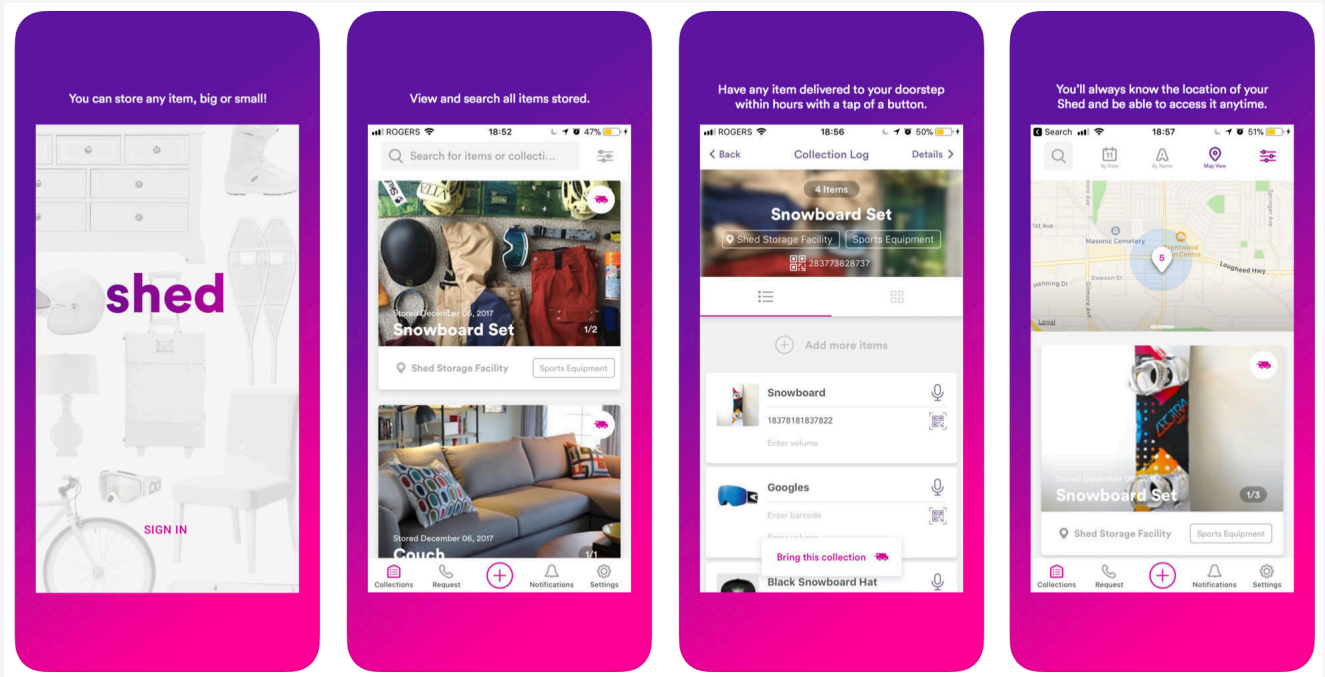
AXA — product screenshots from the original portfolio.

[Original project record](#)

2017 **Shed**
Senior Engineer · DMD · Started 09.2017

Worked on an on-demand storage application with item cataloguing, collection, and delivery workflows. The project used UIKit, persistence, and multi-account architecture across iPhone and iPad.

Swift · UIKit · MVVM · Core Data · Multi-account Architecture · iPadOS · Obj-C



Shed — product screenshots from the original portfolio.

[Original project record](#)

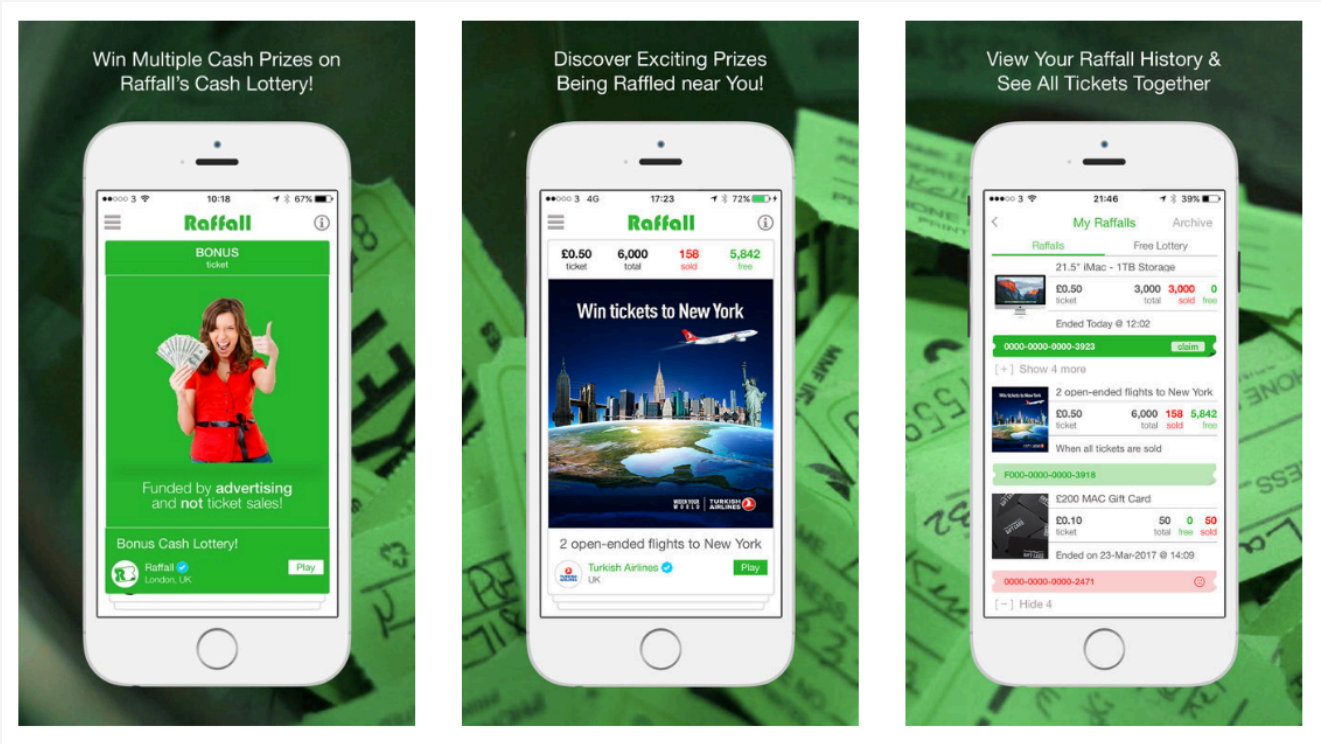
2017

Raffall

Middle Engineer · DMD · Started 04.2017

Worked on a mobile raffle platform, using Swift, UIKit, persistence, and multi-account workflows.

Swift · UIKit · MVVM · Core Data · Multi-account Architecture · iPadOS · Obj-C



Raffall — product screenshots from the original portfolio.

[Original project record](#)

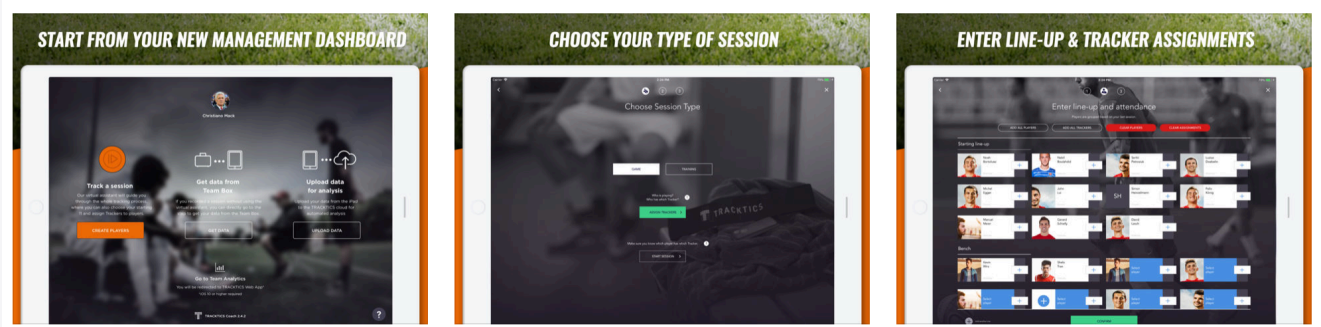
2016

Tracktics

Middle Engineer · Started 09.2016

Worked on an iPad application for tracking football performance, including distance, acceleration, and speed, with Bluetooth integration and local persistence.

Swift · UIKit · VIPER · Bluetooth Integration · Core Data · iPadOS · Alamofire



Tracktics — product screenshots from the original portfolio.

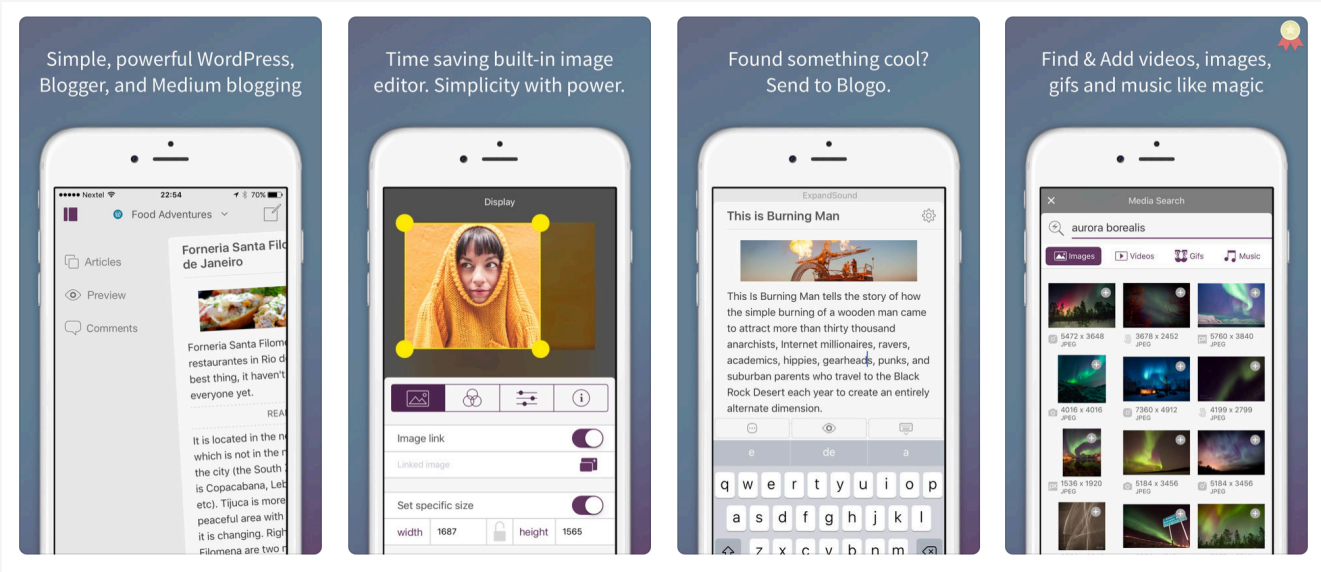
2015

Blogo

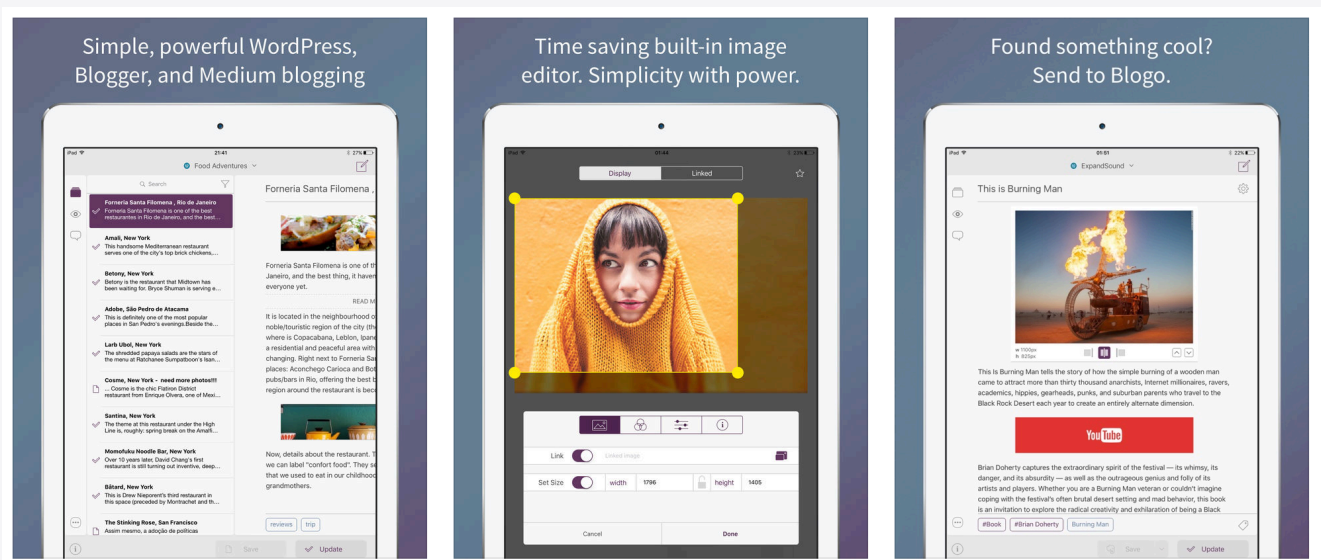
Middle Engineer · Started 06.2015

Worked on Blogo, a mobile blog-publishing application for iPhone and iPad. The portfolio records an Apple Best of 2016 selection.

Obj-C · UIKit · MVP · iPadOS · Content / Publishing Apps



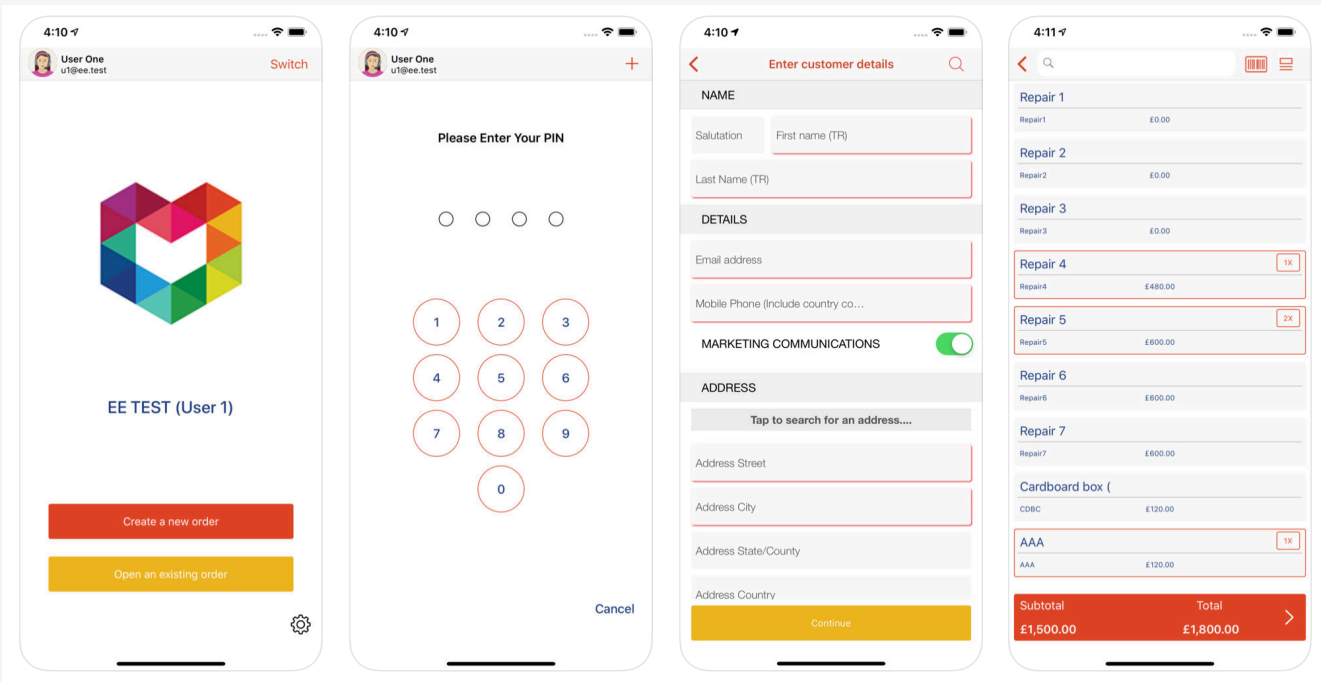
BloGo — product screenshots from the original portfolio.



BloGo — product screenshots from the original portfolio.

Worked on an iOS point-of-sale application connected to Salesforce, covering orders, payments, and business data. The project used Objective-C, UIKit, Core Data, and multi-account workflows.

Obj-C · UIKit · MVC · Core Data · Salesforce Integration · POS / Payments · Multi-account Architecture · iPadOS

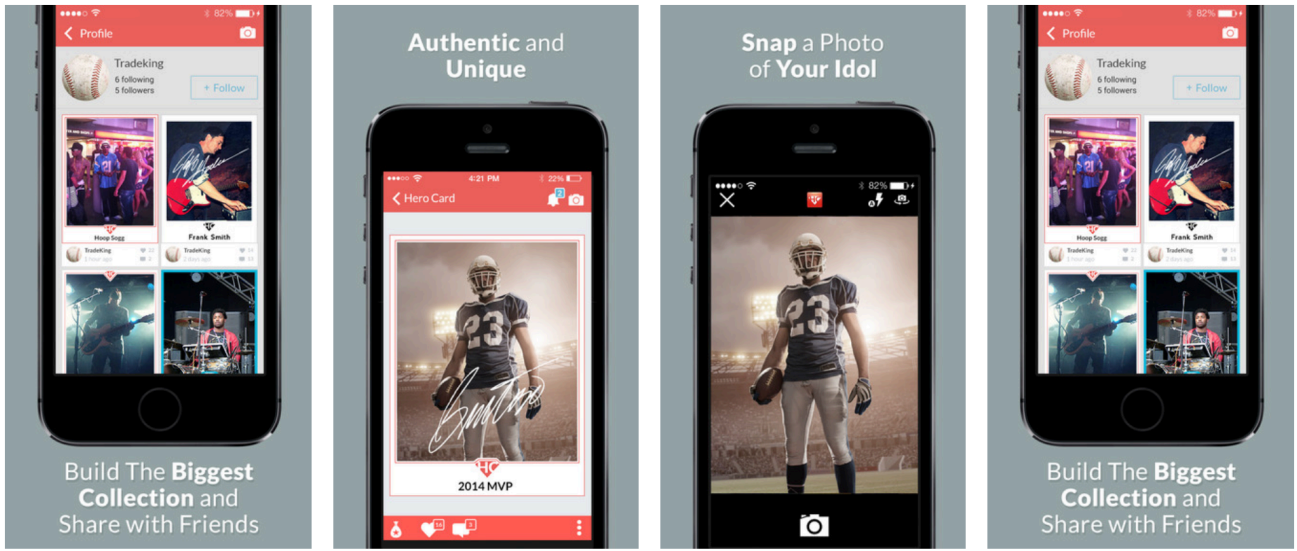


EPOSly — product screenshots from the original portfolio.

[Original project record](#)

Worked on a digital trading-card application for creating, sharing, and trading photo-based collectibles. The project included direct customer work in Estonia.

Obj-C · UIKit · MVC · Core Data · Multi-account Architecture · iPadOS



HeroCard — product screenshots from the original portfolio.

Original project record [➤](#)

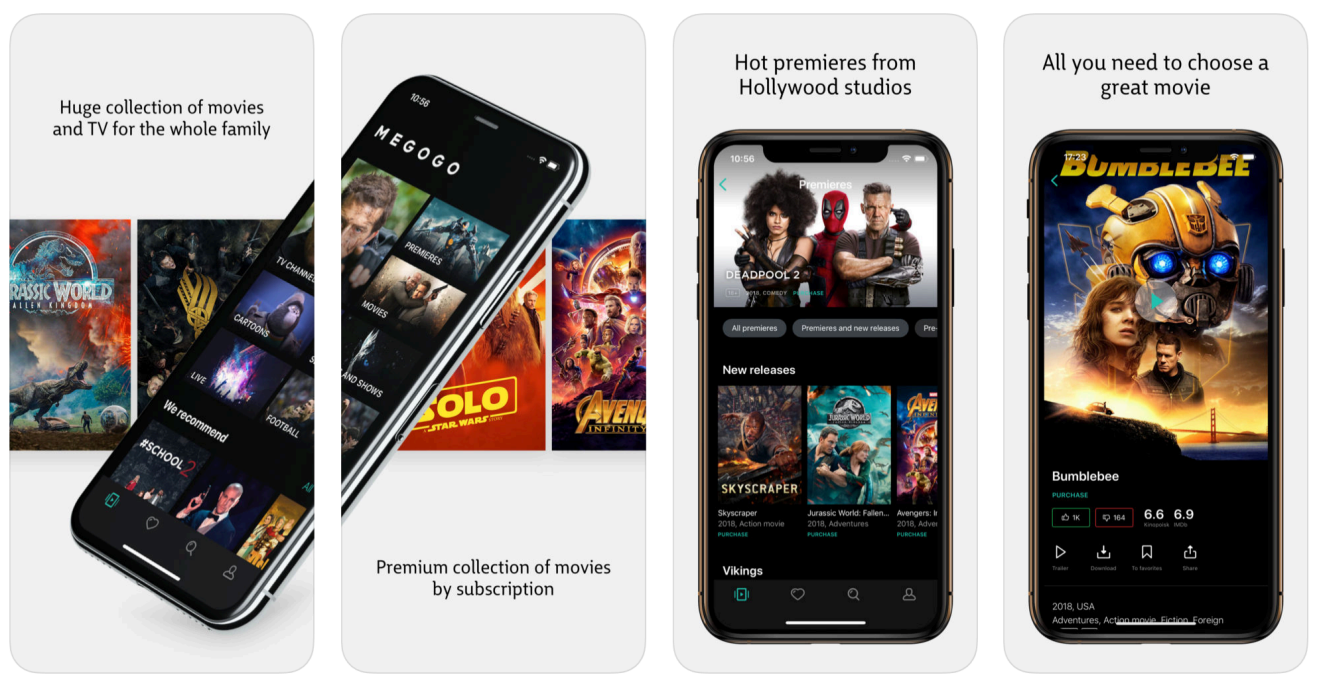
2014

MEGOGO

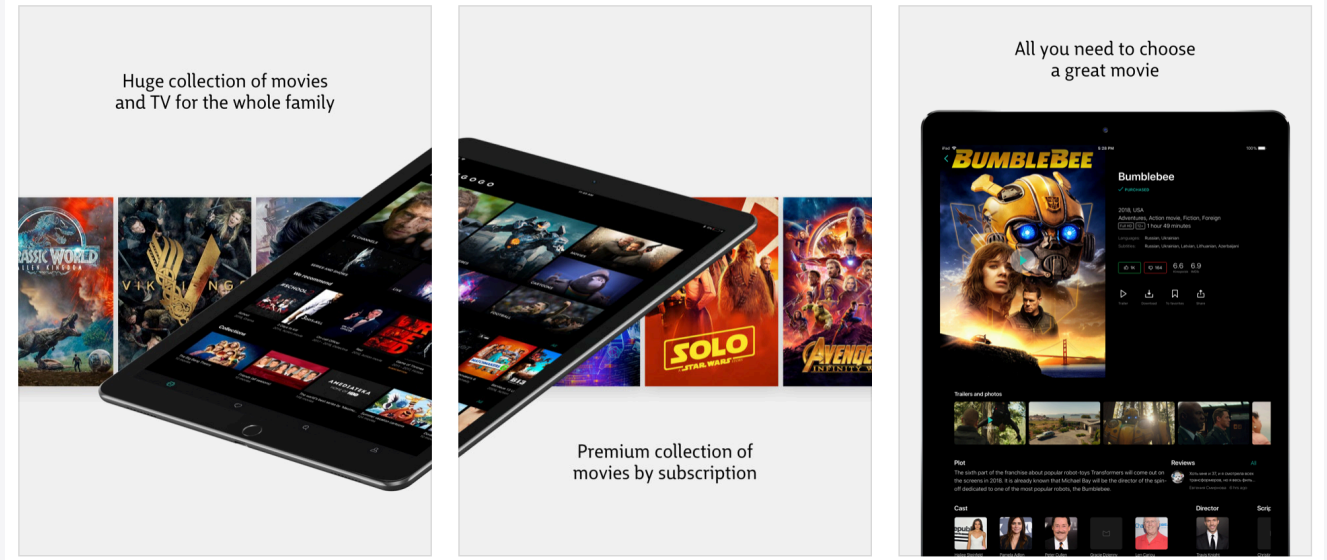
Junior Engineer · Started 03.2014

Worked on the MEGOGO video-streaming application for iPhone and iPad, using Objective-C, UIKit, Core Data, and multi-account architecture.

Obj-C · UIKit · MVP · Core Data · iPadOS · Multi-account Architecture



MEGOGO — product screenshots from the original portfolio.



MEGOGO — product screenshots from the original portfolio.

[Original project record](#)

2013

ChoiceMaster

Junior Engineer · Started 11.2013

My first application. Built with Objective-C, UIKit, and Core Data for iPhone and iPad.

Obj-C · UIKit · MVC · Core Data · Multi-account Architecture · iPadOS

[Original project record](#)

04 / Expertise

Depth, where it matters.

Apple platforms

Swift, SwiftUI, UIKit, Objective-C, Combine, SwiftData, Core Data.

AI & agentic systems

LLM integration and orchestration, tool calling, MCP, RAG, multimodal AI, structured outputs, embeddings, vector search, and evals.

OpenAI / GPT · Claude · Gemini · Apple Foundation Models

On-device intelligence

Apple Foundation Models, Core ML, MLX, and on-device inference.

Architecture & product engineering

System design, mobile and modular architecture, unidirectional data flow, technical discovery, rapid prototyping, and the path from proof of concept to production.

In their words

“Your commitment to quality is evident.
Excellent job”

Fran · Five Minute Journal project feedback



Liliya

This is a great update, thank you very much @Sviat

4

L

Luisa

Really good work, thank you

4

F

Fran

Your commitment to quality is evident. Excellent job

5

L

Liliya

This is a commendable achievement. Well done, team!

4

D

Darius

Just stellar work! @Svyat u really knocked it out of the park!

2

F

Fran

The v4 supper better v3! This is truly impressive work.

3

S

Sarah

Wow! This is definitely a step up. Everything's ace!

1

P

Patricia

Incredible! Thank you for sharing @Sviat

3

Feedback reproduced from the original resume.

Education

IT Engineer

National Technical University
“Kharkiv Polytechnic Institute” · 2013

University ↗

Languages

Ukrainian	Native
English	Upper-intermediate
Polish	Beginner

is a good beginning.

For conversations about technical leadership,
Apple platforms, and building AI products.

iShuZik@gmail.com

Download resume (PDF)

Arrange a conversation ↗ LinkedIn ↗ Telegram ↗

+38 (096) 000-01-08