Vladyslav Kliutko



Product Engineer · iOS

Lviv, Ukraine
vlad.kliutko@icloud.com
LinkedIn

Product Engineer with 8+ years of experience across iOS development, product delivery, and engineering leadership. Built cross-functional teams and helped launch a new consumer product, staying hands-on from solution design through implementation and analytics validation

Experience

Headway Inc

Engineering Manager · R&D Product

Jul 2025 – Sep 2026 · 1 yr 3 mos · Lviv, Ukraine

- Helped launch a new consumer product as part of an R&D initiative, working with the General Manager on product strategy, monetization, retention, experimentation, prioritization, and resource allocation.
- Built and managed a cross-functional team of **4 direct reports** across backend, frontend, iOS, and ML/MLOps. Hired **3 engineers** end-to-end and owned their onboarding, performance, growth, and development.
- Sustained roughly **two major product features per week** for about a year, with low carry-over, **99.97%** crash-free users, and **99.99%** crash-free sessions. The product achieved retention above typical EdTech benchmarks and the median observed across gaming apps.
- Built the engineering planning and delivery model across roadmap, estimation, releases, cross-team coordination, and risk management, while expanding engineers' ownership beyond their original specializations.
- Remained hands-on as an iOS Product Engineer, taking user problems from solution design and UI/UX through implementation and analytics validation, while also owning App Store Connect, subscriptions, and production releases.

Headway Inc

iOS Engineer · AI Team

May 2024 – Jul 2025 · 1 yr 3 mos · Lviv, Ukraine

- Built and experimented with product features using A/B testing and analytics to validate hypotheses.
- Worked with product and Core AI teams on hypothesis generation, experimentation, and AI-powered features for personalized content relevance and discovery.
- Helped significantly improve activation to the first content unit through AI-curated collections of relevant materials.
- Helped define shared engineering principles and improve alignment across engineering teams.

Grid Dynamics

iOS Engineer

Nov 2021 – Mar 2024 · 2 yrs 5 mos · Kharkiv, Ukraine

Contributed to the development and modernization of a large-scale retail iOS application with 1.2M+ App Store ratings and a 4.9/5 App Store rating.

- Built and modernized product features in Swift and Objective-C.
- Worked on **Objective-C-to-Swift migration**, API redesign, performance improvements, testing, and code review.
- **Designed a solution for remotely managed design systems** and dynamic styles.
- Defined application resource-usage standards enforced through custom SwiftLint rules.
- Developed the practical part of an internal SwiftUI course.

Faifly

iOS Developer

Jan 2018 – Oct 2021 · 3 yrs 10 mos · Kharkiv, Ukraine

Worked primarily on **healthcare** and white-label applications, including features using HealthKit.

- Led an architectural migration from MVC to Clean Swift.
- Introduced structured unit-testing and branching practices.
- Integrated 50+ medical devices into the RPM365 iOS remote patient monitoring application using custom **Bluetooth Low Energy** implementations, third-party vendor SDKs, and camera-based **Computer Vision** to capture measurements directly from device displays.
- Developed reliable health data synchronization workflows, including offline support, to ensure continuity of patient monitoring.
- Managed a small engineering team and mentored junior developers.
- Combined engineering work with UI/UX responsibilities.

Faifly

Product Designer · Concurrent role

Mar 2020 – Oct 2021 · 1 yr 8 mos · Kharkiv, Ukraine

- Designed RPM365 across iOS, Android, and web from the ground up.
- Mentored UI designers and maintained design consistency across the product.

Skills

Engineering: Swift, SwiftUI, UIKit, Objective-C, Swift Concurrency, StoreKit 2, The Composable Architecture (TCA), Clean Swift architecture, REST APIs, SPM, CoreBluetooth, Bluetooth Low Energy (BLE)

Product & Analytics: Product experimentation, A/B testing, Amplitude, AppsFlyer, Customer.io, Firebase Remote Config, feature flags

iOS Delivery: App Store Connect, TestFlight, subscriptions and in-app purchases, Xcode Cloud, Firebase Crashlytics

Education

Simon Kuznets Kharkiv National University of Economics · Ukraine

Master’s Degree, Computer Science · 2025

Bachelor’s Degree, Computer Science · 2019

Languages

Ukrainian — Native

English — B2