

Tim Nazar

Product Manager

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PROFILE

Experienced Senior iOS Developer and Product Manager with 4+ years of success in building and launching mobile applications, leading full-stack development teams, and delivering innovative solutions that exceed user expectations. Highly skilled in product strategy, project management, and user experience.

- Detail-oriented professional with a proven track record in managing and expanding payment systems and B2B platforms.
- Demonstrated ability to implement architectural changes in functioning systems without downtime, enhancing operational efficiency and user experience.
- Experienced in leading cross-functional teams to deliver complex projects within aggressive timelines.
- Applied knowledge of market research and customer-centric design principles to develop high-quality platforms that exceed customer expectations.
- Solid understanding of the payment system landscape, trends, and operational requirements.
- Strategic and customer-focused professional who cultivates innovation and collaboration to drive product success and customer satisfaction.
- Recognized by executive leadership for establishing and tracking key performance indicators, leading to increased user adoption and improved customer satisfaction ratings
- Proficient in building basic to complex mobile user interfaces, based on modern design principles and human interface guidelines.
- Experienced in implementing effective architectural solutions, optimizing the scalability and maintenance of applications with applied knowledge of design patterns and SOLID principles.
- Creator of [Dona](#). An open source library based on Apple's UIKit for creating declarative UI.

SKILLS

- Strategic Thinking, Design Thinking, Business Canvas, CustDev, JTBD, User Stories, AARRR, SCRUM\Agile
- UIKit, Concurrency (GCD, NSOperation), Data Persistence (CoreData, Realm, Binary), Networking (NSURLSession, Alamofire), SwiftUI, Combine, RxSwift
- Architectural Patterns: MVC, MVVM, MVP, App Coordinator
- Unit and UI Testing, CI/CD, Git, UI/UX Design (HIG), RESTful API, GraphQL, SPM, CocoaPods
- Other Frameworks: AutoLayout, SnapKit, MapKit, AVFoundation, WebKit, Kingfisher

EXPERIENCE

Humo Bank

Dushanbe, Tajikistan

A leading micro-finance institution in Tajikistan, operating in 25 districts across the country.

■ Product Manager

Aug 2023 — Present

Projects: Humo Pay, Humo Kiosk

Accomplishments:

- Managed a team of 14 people.
- Implemented architectural changes in a functioning payment system without full downtime or disruptions for clients.
- Released a new admin panel for managing terminals (kiosks), enhanced monitoring capabilities for terminals, resulting in a 40% increase in kiosk uptime.
- Expanded the operational network in Uzbekistan: effectively entered the Uzbek market as a payment system with its own infrastructure, but legally operating under a different organization.
- Increased the number of direct integrations with service providers in Tajikistan, leading to higher profitability through payment gateways.
- Covered all mainstream payment services in Tajikistan, resulting in an increase in the user base not only at self-service kiosks but also in mobile banking (Humo Online, Megafon Life).
- Modernized kiosk software to meet contemporary security requirements.

■ Product Manager

Sep 2022 — Aug 2023

Projects: [Humo Business \(B2B Platform\)](#)

Accomplishments:

- Led a cross-functional team of 9 in delivering a new Humo Business (B2B platform) within an aggressive timeline of 6 months, resulting in increased revenue and expanded market share.
- Conducted extensive market research to identify customer pain points and developed a comprehensive product backlog, resulting in a high-quality and user-friendly platform that exceeded customer expectations.
- Successfully implemented a fully digitalized business payments system, resulting in a 20% reduction in payment processing time and increased cost savings for clients and the bank.
- Launched an online salary project that eliminated manual processing and approval steps, resulting in a 50% reduction in processing time and increased customer satisfaction.
- Designed and implemented a flexible system for managing organization and employee access, resulting in a 30% increase in operational efficiency and reduced need for direct manager involvement.
- Established and tracked key performance indicators, resulting in a 25% increase in user adoption and a 15% improvement in customer satisfaction ratings.
- Cultivated innovation, collaboration, and customer-centricity by facilitating regular retrospectives and feedback sessions, recognized by executive leadership.

■ Senior iOS Developer, Team Lead

Sep 2020 — Present

Projects: [Humo Online](#), [Humo Transfers](#)

Accomplishments:

- Leading team of 4 mobile application developers.
- Led the migration of the Humo Online App to a new architecture and development framework, resulting in a 30% reduction in development time and a 50% reduction in technical debt.
- Developed a custom UI framework that enabled the rapid development of new features and saved the team over 100 hours of development time per month.
- Conducting weekly classes for the iOS team for subject areas related to **Clean Architecture**, **GCD**, **Architectural Patterns** resulting in the elimination of the knowledge gap and

improvement in operation's workflow by 30%.

- Applied **Coordinator** and **Factory** Patterns in order to encapsulate the navigation logic and prevent ViewControllers redundancy, which reduced maintenance costs due to high degree of reusability and composability.
- Integrated lifestyle services related to theatre, restaurants, bookshop, air-tickets, and insurance within the mobile banking application "Humo Online", avoided writing separate architectural solutions for each service by using **Adapter Pattern**.
- Increased reusability of UI Components by applying **Strategy Pattern**, which led to decreased development time of new services.
- Implemented **Dependency Injection** to swap data on runtime and layer data within a specific flow's lifecycle.

Flow Health

Culver City, CA, USA (Remote, Contract)

Health tech company that uses AI for patient care and population health management.

■ iOS Developer

Apr 2021 — Dec 2021

Projects: [Collector Portal](#), [Patient Portal](#)

Accomplishments:

- Participated in development of a mobile application that provides secure access to test results, push notifications for new results, and a personal identifier for COVID-19 testing.
- Developed iOS and iPadOS applications for automating the process of specimen collection.
- Developed and implemented COVID-19 result display using Apple Wallet-style cards with real-time updates.
- Designed seamless user flow for adding insurance information and searching for companies, increasing user adoption by 20%.
- Implemented dark theme processing for settings and launch screen, improving user experience.
- Optimized app performance using CADisplayLink for faster load times and improved user satisfaction.
- Led the design and implementation of a new update release screen, improving user communication and engagement.
- Designed and implemented efficient QR and barcode scanning flow for adding new orders, reducing processing time by 30%.

Novye Resheniya

Saint Petersburg, Russia (Remote)

An outsourcing company which highly values the scalability and quality of the products.

■ iOS Developer

Sep 2019 — Jul 2020

Projects: XTelecom, The Color

Accomplishments:

- Developed an iOS application for XTelecom, an Internet provider, with a focus on plan management and customer support.
- Implemented network logic using Alamofire to ensure fast and reliable communication between the application and the server.
- Successfully integrated Web sockets to enable real-time chat with customer support.
- Improved user experience by implementing automatic data updates when notifications with chat messages are received.

QIWI Tajikistan, Payvand Group

Dushanbe, Tajikistan

The largest payment system in Tajikistan that provides processing services and money transfer (self serving) terminals.

■ Backend Developer (C#, Go)

Aug 2018 — Jul 2020

Accomplishments:

- Developed a new Go-based payment system for cross-border payments, resulting in a more streamlined and efficient payment process for the company's clients.
- Designed and developed payment gateways in both C# and Go, improving the company's ability to process payments in a timely and accurate manner.
- Led the creation and implementation of a new user-friendly interface for payment terminals, resulting in improved user experience and increased customer satisfaction

EDUCATION

• Branch of Moscow State University

Dushanbe, Tajikistan — Bachelor, Computer Science, 2014 — 2018

• Peoples' Friendship University of Russia

Moscow, Russia — Business Informatics, 2011 — 2013

EXTRACURRICULAR ACTIVITIES & COMMUNITY SERVICE

iCode, iOS Course for Girls

Feb — May 2020, Jun — Aug 2023

Dushanbe, Tajikistan

■ Instructor

- Coached 42 students on iOS Development, resulting in an increase in the employment success rate by 70%.
- Provided one-on-one support and guidance to help students overcome technical challenges and improve their coding skills.
- Monitored student progress and provided regular performance evaluations to ensure they were on track to meet their goals.
- Encouraged student collaboration and teamwork through pair programming and group project assignments.