

DMITRIY MOTORIN

Senior iOS Engineer | Mobile FinTech | Swift/SwiftUI/UIKit | Rust/CoreFFI | On-device AI

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SUMMARY

Senior iOS and mobile product engineer with 12+ years across FinTech, trading, AI-enabled products and data-intensive applications. Builds native Swift/SwiftUI/UIKit products, modular architectures and high-performance Rust cores through UniFFI/CoreFFI. Experienced in AVFoundation/Vision/PDFKit, Core ML/ONNX, OCR, RAG, ML automation and the complete path from architecture and release to analytics, App Store positioning and growth.

CORE EXPERTISE

Swift · SwiftUI · UIKit · Swift Concurrency · SPM · SwiftData · XCTest · AVFoundation · Vision · PDFKit · Core ML · ONNX · Rust · UniFFI/CoreFFI · WASM · Python · PyTorch · RAG/LLMs · SQL · REST/FIX APIs · CI/CD · ASO · A/B testing

PROFESSIONAL EXPERIENCE

Investizo LTD — Senior Mobile & Quantitative Developer (iOS/Rust)

Jan 2023 – Present · Remote

- Built mobile-first trading tools and Swift/SwiftUI workflows for real-time market data, execution, risk and model monitoring.
- Developed low-latency Rust/Python services and broker/exchange integrations for streaming data, order execution and automated risk controls.
- Designed ML pipelines spanning tick ingestion, feature engineering, purged/walk-forward validation, ONNX inference, backtesting and live monitoring.
- Implemented BiGRU/attention, Random Forest and time-series models with leakage/drawdown controls; automated 24/5 operations across FIX, cTrader, MetaTrader and Binance APIs.

MetaCAD — Founder & Senior Product Engineer (Rust, Mobile, AI)

Jan 2023 – Present

- Architected a Rust computational core compiled to WASM, with typed boundaries designed for reuse from native Apple clients.
- Delivered 14 engineering modules and 113+ calculators, including WebGPU-accelerated Monte Carlo simulations and local-first decision tools.
- Built mobile-responsive and native-companion workflows; added a BYOK AI copilot, retrieval/grounding and automation pipelines.
- Published reproducible validation and CI benchmark cases at github.com/metacadio/benchmarks.

Graphlogic — Senior Mobile & AI Solutions Architect

Jan 2025 – Nov 2025

- Designed iOS-facing architectures with Swift clients, secure local state, typed APIs and privacy-aware on-device/cloud execution.
- Developed OCR pipelines for PDFs/images: ingestion, rendering, Apple Vision/PDFKit recognition, deterministic normalization/extraction and Rust boundaries for performance-sensitive decision stages.
- Built RAG pipelines with chunking, embeddings, hybrid retrieval, grounded answers, citations, evaluation and fallback paths.
- Automated LLM workflows with schema-constrained extraction, queues, retries, observability and human-review gates.

Spotware Systems — Senior Mobile Developer & Product Manager, cTrader

Apr 2023 – Jan 2025 · Limassol

- Developed and specified iOS/Android trading features across real-time quotes, charts, order entry, account state and automated-trading workflows.
- Worked with Swift/mobile clients and backend teams on typed APIs, state synchronization, reliability and latency-sensitive UX.
- Applied market-microstructure, FIX API, order-routing and execution-quality expertise to mobile feature decisions.
- Owned discovery, requirements, acceptance criteria, release coordination and post-release analytics.

PROFESSIONAL EXPERIENCE — CONTINUED

LiteFinance — Senior Mobile Developer & Product Manager (iOS/Android)

Sep 2014 – Apr 2023

- Worked hands-on across the mobile stack and end-to-end delivery of trading applications used by 1M+ users.
- Shipped iOS/Android flows for onboarding, market data, trading and account management in a reliability-sensitive FinTech environment.
- Led discovery, requirements, release planning and collaboration across mobile, backend, QA, design and analytics.
- Managed App Store/Google Play releases, ASO and acquisition; used SQL/Python, A/B tests, LTV/ROI and funnel analysis to improve activation, retention and monetization.

Ultimate Guitar — Mobile Developer & Growth/Data Engineer

2014 – 2016 · Kaliningrad

- Contributed to iOS/Android product flows and instrumentation for activation, search, discovery and retention.
- Built analytical pipelines around high-volume traffic and user behavior; translated ranking changes into product and content experiments.
- Applied A/B testing, ASO/SEO, cohort and funnel analysis across engineering and growth decisions.

SELECTED ENGINEERING PROJECTS

Solaros — Native iOS + Rust/CoreML offline platform

Native Swift/SwiftUI application backed by a 40-module Rust core through UniFFI/CoreFFI; 209 unit + 14 integration tests. Offline device ingestion, deterministic safety/forecast logic, Core ML/ONNX, SwiftData, Keychain, notifications, adaptive iPhone/iPad UI and reproducible XCFramework/App Store pipelines.

LandWatch — OCR, ML & workflow automation

Swift PDFKit/Apple Vision OCR plus Python orchestration, deterministic extraction, caching/retries, evidence tracking, Telegram operations and time-based ML validation across 1,977 unique parcels. Rust/WASM decision-core boundary designed for TCO, hard gates and ranking.

Hara — Camera PPG & real-time iOS signal processing

SwiftUI/AVFoundation capture with real-time DSP, quality gates, stabilization, placement coaching, SwiftData evidence and XCTest/UI plus simulator/device validation.

EDUCATION AND LANGUAGES

State Marine Technical University of St. Petersburg — Master's degree, Engineering, 2000–2005

Russian — Native · English — Professional working proficiency