| Berlin, Germany | Dmitrii Bespalov | dima.bespalov@gmail.com |
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| | | github.com/DmitryBespalov |

Summary

Mobile Tech Lead at Safe with over 10 years of experience in software engineering, specializing in mobile development, blockchain technology, and agile methodologies. I lead the team developing mobile apps that enable interaction with smart contracts on Ethereum and EVM-based blockchains.

Previously, I was a Senior iOS Engineer and Team Lead at Zalando, one of Europe's largest e-commerce platforms. At Gnosis & Safe, I led the iOS team and served as Mobile Product Owner, driving customer research and product roadmap development. Co-authored WalletConnectSwift (v1), enabling iOS cryptocurrency wallets to connect with dApps via QR codes.

Experience

Tech Lead (Mobile), Gnosis, Safe

Dec 2020 – Oct 2024 (3 years 9 months)

- Mobile apps usage provided 41% of swap volume, 26% of TVL, and 32% of TVP
- iOS (Swift) and Android (Kotlin) teams lead
- Collaboration and coordination with product, design, and customers to drive the roadmap and its implementation
- Hiring, people management, and hands on development (3 engineers)
- Trained engineers to switch from Android to iOS

Team Lead (iOS), Gnosis

Nov 2019 – Dec 2020 (1 year 2 months)

- Leading the iOS tech team: work breakdown, planning, delivery
- People management (2 engineers)
- Represented the team in industry conference and podcasts

Senior Software Engineer, Gnosis

Feb 2018 – Nov 2019 (1 year 9 months)

- Built and launched the first release of the iOS wallet app
- Created architecture, build infrastructure
- Ongoing development and improvements

Software Engineer (iOS), Zalando

Dec 2013 – Jan 2018 (4 years 2 months)

- Part of the team with first launch of the iOS app for Zalando
- Reduced app startup time by 40% from 5 seconds to 3 seconds
- Reduced project build time by 40% from 5 minutes to 3 minutes
- Reduced app size from 100 MB to 46 MB
- Re-architectured and coordinated refactoring of shopping cart which solved major bugs
- Architected and lead implementation of 'Featured' screen that sped up implementation of new features later.
- Introduced unit-testing and continuous integration to the project; improved build automation and tooling.
- Fixed major crashes (99.3% crash-free users in 2 latest releases, 5-stars reviews).
- Mentored 2 developers, taught TDD to junior developer. Built harmonious relationships within the team.
- Introduced watching educational videos in the team that improved teammates' professionalism.
- Presented at internal events, represented company at external events:
 Swift.berlin meetup, Mobile Quality meetup, HelsinkiOS meetup, Zalando's Mobile First Day

Education

Rochester Institute of Technology

Master of Science, Computer Science · (2010 - 2013)

Kazan State Technical University

Specialist, Applied Computer Science in Economics · (2005 - 2010)