

Daniel Saidi

With 15+ years of experience in system development for backend, web, and mobile, I run a company focused on building premium apps and products for the Apple tech stack (iOS, iPadOS, macOS, tvOS and watchOS).

Work life

2020 - Kankoda Sweden AB
Founder

I founded Kankoda to build premium apps and products for the Apple tech stack and to help other companies with their mobile needs. I focus on Swift, SwiftUI and Apple's latest tools, and have many apps, open-source projects and commercially licensed products, like KeyboardKit and LicenseKit.

I've had the privilege to work with clients like Cineasterna, Oribi, Qapital, and Bambuser, in the capacity of Mobile Lead, and with a broad spectrum of responsibilities, from coding and mobile architecture, to design and UX, as well as accessibility considerations.

Swift, SwiftUI, iOS, iPadOS, macOS, tvOS, watchOS, Open-Source, Closed-Source

2016 - 2020 BookBeat
iOS and Mobile Architecture Lead, Software Engineer

BookBeat is an audiobook and ebook subscription service. As the iOS and Mobile Architecture Lead, I held overarching responsibility for the iOS team and the mobile tech stack. My tenure was marked by refactoring the initial iOS app monolith into a modern, package-based system that is operational across all Apple platforms. This made it possible for BookBeat to be the first Swedish audiobook service to launch apps for both watchOS and CarPlay.

Swift, SwiftUI, UIKit, iOS, iPadOS, tvOS, watchOS, macOS, CarPlay, Accessibility

2004 - 2020 Sole Proprietorship
Founder

Parallel to my various employments, I ran a sole proprietorship, undertaking freelance projects and building my own apps and open source projects. This venture later evolved into the establishment of Kankoda Sweden AB.

Swift, SwiftUI, iOS, tvOS, watchOS, macOS, Open-Source, .NET, Web

2014 - 2020 Appamini
Founder

I founded Appamini with my wife, with a shared vision to create educational

apps for children. With help from a freelance designer and our daughters, we launched two apps, Appamini ABC & Appamini 123. The apps run on iOS, iPadOS and macOS and were featured on the App Store, which made our time with Appamini an enjoyable and rewarding experience.

Swift, UIKit, iOS, iPadOS, macOS, Google Analytics, Marketing

2015 - 2016 **Voyado**
Head of Mobile, Software Engineer

As Head of Mobile, I was responsible for Voyado's mobile strategies, mobile client, mobile api and integrations with the various customer data platforms.

iOS, Android, Ionic Framework, Parse, .NET, WebApi

2013 - 2015 **eBay Sweden / Tradera**
Mobile Lead, Software Engineer

As Mobile Lead, I was responsible for bringing the native iOS and Android apps inhouse and upgrading them to the latest, modern standards. I was then trusted with creating two brand new apps for iOS & Android, which involved creating a custom integration layer that integrated the responsive web application with the native parts.

iOS, Android, .NET, Web, ReST, Analytics, TeamCity, Parse

2010 - 2013 **Cloud Nine**
Tech Lead, Solution Architect

At Cloud Nine, I was tech lead and solution architect for many projects, e.g. helping the new carrier Hallon launch in Sweden, with a brand new e-com, website and backend.

.NET, Web, Azure, TeamCity, CRM, CMS

2008 - 2010 **Active Solution**
Software Engineer

At Cloud Nine, I worked as a consultant with a focus on web and backend.

.NET, Web, SQL, CMS

2007 - 2008 **Sony BMG**
Tech Lead, Software Engineer

At Sony BMG, I worked as tech lead for the music community AllEars and was responsible for all technical implementation.

.NET, Web, SQL, Design

2006 - 2007 Generic Integration AB
Software Engineer, Design

At Generic, I worked in a team that developed a role-based access control system. I developed a suite of RIAs and marketing material for the product.

Web, Python, Spyce, UI, Design, RBAC

2005 - 2006 Pocket Mobile Communications AB
Software Engineer, Design, UX

At Pocket Mobile, I developed mobile applications on the Windows Mobile platform, modularized the company's mobile platform, streamlined the app distribution process and created product marketing material.

Windows Mobile, .NET, eMbedded Visual C++, C, Photoshop, Illustrator

Education

1999 - 2005 Linköping University, MSc in Media Technology

Misc. competences

Languages/Tech	Swift, SwiftUI, SPM, git, ReST, Web, JS, Android
Platforms	iOS, iPadOS, macOS, tvOS, watchOS, CarPlay
Methodology	TDD, SOLID, IoC/DI, CI/CD, Agile, Scrum, Kanban
Tools	Xcode, VS Code, Sketch, Visual Studio, Android Studio
Server/Cloud	GitHub, Xcode Cloud, Azure, Firebase, Bitrise