

# Kirlos Yousef Senior iOS Engineer & Technical Lead

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Senior iOS Engineer & Technical Lead with 5+ years of experience shipping 9+ apps and architecting scalable Enterprise SDKs and high-performance consumer applications. Specializing in concurrent systems, offline-first architecture, and complex third-party integrations. Proven technical leader who optimized core engines to reduce data usage by 35% and backend storage costs by 20%, while guiding distributed teams to deliver 99.9% crash-free releases.

## TECHNICAL SKILLS

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**Languages & Core:** Swift (Concurrency/Actors), Combine, Core Data, SwiftData, Objective-C

**Architecture:** Clean Architecture, MVVM-C, Modularization (SPM), System Design, Offline-First Patterns

**UI & Frameworks:** SwiftUI, UIKit, AVKit (Video), StoreKit 2, Accessibility (VoiceOver), WidgetKit

**Quality & Performance:** Instruments (Time Profiler, Leaks), XCTest, Snapshot Testing, LLDB, CI/CD (Xcode Cloud), Datadog/Sentry

**Integrations:** Stripe (Payment Intents & Connect), Apple Pay, OpenAI, Supabase, Firebase, REST/GraphQL, Cloud Services (AWS/GCP)

## WORK EXPERIENCE

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### Senior iOS Engineer, Sellou ⚡

2025 – Present | Utah, United States (Remote)

- Spearheaded iOS technical strategy and roadmap planning with the CEO, translating product goals into scalable iOS architecture
- Architected V2 video engine (AVKit/HLS), reducing playback start time by 40% via intelligent pre-buffering and HLS optimization
- Reduced app bundle size by 20% using On-Demand Resources (ODR) and Asset Slicing for non-critical resources
- Built secure Stripe Connect module handling payouts and ensuring PCI compliance, achieving 99.9% crash-free session rate
- Engineered the '**Plot My Calories**' AI vertical from 0-to-1 using OpenAI Vision and Swift Actors, decoupling heavy processing from the UI to maintain 60fps interactions during analysis
- Established automated CI/CD pipelines for both production apps, reducing release cycle overhead by 50%

### iOS Team Lead, lomob - The Internet of Mobility ⚡

2024 – 2025 | Barcelona, Spain (Remote)

- Led a team of 5 iOS engineers to deliver 2 enterprise apps, serving thousands of users with a crash-free rate of >99.9%
- Accelerated delivery velocity and reduced technical debt by implementing automated CI and enforcing standardized code reviews
- Delivered **LNER** (UK Rail) app: Integrated Stripe tokenization for PCI-compliant payments, cutting checkout time to <8 seconds, and reduced trip-planning wait times by 35% via aggressive response caching and pre-fetching
- Launched **BrightBike** (Palm Beach) app: Engineered a real-time bike-sharing system with offline-first map clustering and local receipt generation to support low-connectivity environments

### iOS Engineer, lomob - The Internet of Mobility ⚡

2021 – 2024 | Barcelona, Spain (Remote)

- Engineered the core iOS Mobility SDK used by Ford and Renfe, implementing a protocol-oriented architecture to normalize data from 10+ providers (Uber, Bolt), reducing integration time from weeks to <2 days
- Optimized heavy data synchronization engine handling 10+ provider streams simultaneously using custom concurrent queues, maintaining 60fps scroll performance during heavy data ingestion
- Achieved 90%+ code coverage on core SDK logic and zero critical crashes by implementing a comprehensive Unit & UI testing suite

## PROJECTS

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### RaceMe | iOS/watchOS, Competitive Social Running App ⚡

- Architected a real-time multiplayer engine (Firestore/Cloud Functions) handling sub-second synchronization for races and lobbies
- Built high-performance Live Activities & Dynamic Island features, plus a companion watchOS app synced via WatchConnectivity
- Engineered a "Ghost Runner" simulation system to solve cold-start issues, mimicking human pacing variations

### Revera AI | iOS/iPadOS, Intelligent Voice Recorder & AI Transcriber ⚡

- Architected a fault-tolerant transcription engine (SFSSpeech/Whisper) with seamless offline failover
- Reduced data upload usage by ~80% by building an AVFoundation pipeline to downsample 44.1kHz Stereo to 16kHz Mono on the fly
- Ensured data integrity with a SwiftData persistence layer that handles audio interruption recovery and disk space monitoring

## EDUCATION

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### B.S. Computer Science, University of Debrecen

2017 – 2020 | Debrecen, Hungary

- Graduated with the highest GPA in the class with a fully funded scholarship