Kirlos Yousef

iOS Software Engineer

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Experienced iOS Software Engineer with 5 years of iOS development expertise, including 3 years of remote work at Iomob. Proven success in developing a robust iOS SDK for global marketplace integration. Skilled in enhancing app stability, UI/UX, and overall quality with a focus on user experience. Track record of leading significant iOS projects in the UK and US, such as LNER Door to Door and BrightBike.

PROFESSIONAL EXPERIENCE

iOS Software Engineer, *Iomob - The Internet of Mobility* 🔗   Feb 2021 – Feb 2024
- Developed an iOS SDK for global mobility integration   Barcelona, Spain (Remote)
- Collaborated with clients, building tailored iOS apps with our SDK integrated
- Implemented rigorous testing, delivering high-quality bug-free apps
- Emphasized apps stability, quality, UI, and user experience enhancements

Database Systems Teaching Assistant, *University of Debrecen*   Feb 2019 – Jun 2019
- Taught Oracle SQL to a class of 20 students   Debrecen, Hungary
- Conducted assessments, administered tests, evaluated comprehension
- Offered personalized guidance, addressing individual concerns
- Achieved a 90% pass rate, reflecting students' strong understanding

EDUCATION

B.S. Computer Science, *University of Debrecen*   2017 – 2020
- Fully funded scholarship   Debrecen, Hungary
- Highest GPA of the class

PROJECTS

LNER Door to Door - (London North Eastern Railway),   2022 – 2023
Plan journeys to and from stations – taxis, parkings, and e-scooters bookings! 🔗
Mapbox, Stripe, Kanban, Microservices, Crashlytics, Alamofire, Google Sign-In
- Integrated geolocation and navigation services for precise travel assistance
- Designed a user-friendly interface aligned with provided prototypes
- Enabled travelers to customize their plans, ensuring a seamless experience
- Elevated the app with smooth booking experience for a complete travel solution

BrightBike - (Brightline), *Seamless urban mobility solution offering app-driven bike rentals, real-time*   2021 – 2022
tracking, secure payments, and an intuitive user experience. 🔗
- Implemented Stripe for secure, frictionless payments with robust encryption
- Leveraged Mapbox for sophisticated, data-rich mapping, enhancing user navigation
- Meticulously crafted UI aligned with prototypes for a visually intuitive design
- Engineered every aspect to ensure a flawless, intuitive user journey

RaceMe!, *SwiftUI global running competition app uniting athletes worldwide through exhilarating*   2019 – 2020
challenges and interactive features. 🔗
Firebase, BrainCloud, Facebook SDK, In-App Purchase, Sign in with Apple, Core Location, Remote
Notifications, SPM, MVVM
- Developed a robust system for engaging user experience with leveling, stats, and milestones
- Enabled interactive features: friend connections, chats, dynamic leaderboards
- Programmed BOT players with realistic competition speeds
- Implemented secure authentication, prioritizing user data safety

IOM SDK - (Iomob), *Mobility-as-a-Service (MaaS) Swift SDK* 🔗   2021 – 2023
- Utilized microservices architecture for creating modular and scalable solutions
- Ensured seamless client integration, highlighting strong interpersonal skills
- Collaborated with the team using Kanban for efficient task management

KEY SKILLS

Swift, Objective-C, UIKit, SwiftUI, Cocoa Touch, Multithreading, Xcode, Git, CocoaPods, Swift Package Manager, SDK Development, Networking, Third-party APIs and SDKs, RESTful APIs, Unit testing, TDD, XCTest, XCUITest, Accessibility, Localization, Auto Layout, MVC, MVVM, Core Data, Core Location, Notifications, App Store Submission Process, UI/UX Principles, SOLID