Kirlos Yousef *Senior iOS Engineer & Technical Lead*

kirlosy@icloud.com linkedin.com/in/kirlosyousef kirlosyousef.com Egypt | Open to Remote & Relocation

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 server costs by 20% through payload and caching optimizations, while guiding distributed teams to deliver 99.9% crash-free releases.

TECHNICAL SKILLS

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, XCUITest, Snapshot Testing, LLDB, CI/CD (Xcode Cloud), Datadog

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

WORK EXPERIENCE

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, *Iomob - 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, *Iomob - 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

RaceMe | iOS/watchOS, *Competitive Social Running App*
- Engineered a hybrid real-time multiplayer engine combining Firestore for document sync and BrainCloud RTT for event-driven matchmaking, achieving low-latency state synchronization for concurrent racers
- Developed a fault-tolerant background location service using CoreLocation, handling aggressive OS suspension policies to ensure reliable race tracking while the device is locked
- Built a bidirectional WatchConnectivity layer to sync high-frequency race telemetry between iOS and watchOS, optimizing payload size to prevent WCSession throttling
- Shipped Live Activities & Dynamic Island integrations, allowing users to track real-time race progress on the lock screen

Revera AI | iOS/iPadOS, *Intelligent Voice Recorder & AI Transcriber*
- Architected a fault-tolerant transcription engine (SFSpeech/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

B.S. Computer Science, *University of Debrecen* 2017 – 2020 | Debrecen, Hungary
- Graduated with the highest GPA in the class with a fully funded scholarship