

# Kirlos Yousef

## iOS Software Engineer

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Experienced iOS Software Engineer with 5 years of expertise, including 3 years remotely at Iomob. Led significant iOS projects in the UK and the US, such as LNER Door to Door and BrightBike. Successfully developed a robust iOS SDK for global marketplace integration. Proven ability to enhance app stability, UI/UX, and overall quality – always prioritizing the user experience.

### PROFESSIONAL EXPERIENCE

#### iOS Software Engineer, Iomob - The Internet of Mobility 🌐

Feb 2021 – Feb 2024  
Barcelona, Spain (Remote)

- Developed an iOS SDK for global mobility integration
- 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  
Debrecen, Hungary

- Taught Oracle SQL to a class of 20 students
- 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  
Debrecen, Hungary

- Fully funded scholarship
- 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 tracking, secure payments, and an intuitive user experience. 🌐

2021 – 2022

- 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 challenges and interactive features. 🌐

2019 – 2020

*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