MATHIS GAIGNET

IOS DEVELOPER

+33652957420   Portfolio   matgnt@icloud.com   linkedin.com/in/mathisgnt   github.com/MathGnt

PROFILE

iOS Developer with strong problem-solving skills who shipped production app to App Store. Expertise in Swift Concurrency and clean architecture. Technical writer featured by Google Firebase's Staff Developer Advocate, with articles used as learning resources by development teams.

SKILLS

Frontend	• Swift, SwiftUI, UIKit, SwiftData, MapKit, WeatherKit, HealthKit, StoreKit, Swift Charts, Foundation Models, Liquid Glass (iOS 26)
Practices	• Swift Concurrency, MVVM, Clean Architecture, Code Review (received and provided), Unit Testing, Backend Integration (Vapor)
Tools	• Git, GitFlow, Jira, Xcode Cloud, Actions, Bitrise, Fastlane, Figma, Vapor, Redis, Claude & LLMs

EXPERIENCE

IOS DEVELOPER – NOV 2024-PRESENT

Albedo (App Store)

- Shipped a satellite tracking iOS app to production using SwiftUI and clean architecture
- Built real-time orbital mechanics with custom SPM (AlbedoKit) for Earth shadow and magnitude calculations, ensuring modular and scalable architecture
- Implemented satellite visibility scoring algorithm integrating WeatherKit, lunar phase, magnitude, and elevation to predict observation success probability
- Leveraged structured concurrency for parallel API requests and heavy calculations, reducing app launch time by 63% while maintaining clean architecture mapping
- Developed Vapor/Redis caching proxy reducing API calls by ~50% through strategic shared data caching (24h TTL)

BarTinder (GitHub)

- Built open-source cocktail app as learning resource, resonating with the developer community (30+ stars within a week)
- Integrated latest iOS features including Foundation Models, Liquid Glass, and TipKit
- Delivered >85% test coverage for business logic with Swift Testing on Xcode Cloud

Collaborative Contributions

- Migrated SatelliteKit, an orbital mechanics library, from Swift 5 to Swift 6, refactoring Object-Oriented codebase to Protocol-Oriented architecture with strict concurrency & Sendable support (PR merged)
- Contributed to MainOrNot (reached Top 10 App Store Developer Tools), collaborating with lead iOS engineer to improve Swift Concurrency educational content accuracy
- Contributing to coffee management app in Agile/Scrum team environment using Jira for sprint planning and task management
- Setting up GitFlow and CI/CD pipelines using GitHub Actions and Fastlane
- Integrating HealthKit to log caffeine intake and sync health metrics across Apple Health ecosystem

AUDIOVISUAL ENGINEER, CITY OF RENNES, FRANCE — 2023 - 2024

- Provided sound engineering and stage lighting for festivals & shows
- Integration of multi-format AV systems and real-time technical troubleshooting during live events
- Assisted in preparing and delivering sound & light systems for local community organisations
- Recording, mixing and mastering of albums

PUBLICATIONS

Technical writer with 650+ claps on in-depth research articles covering iOS development, featured by Google Firebase and used as learning resources by development teams

- Mastering Swift 6.2 Concurrency: A Complete Tutorial
- SwiftUI Redraw System In Depth (featured in Peter Friese's newsletter — Staff Developer Advocate, Google Firebase)
- The Art of SwiftData in 2025

EDUCATION

ESRA, RENNES, FRANCE — BACHELOR'S DEGREE IN AUDIO ENGINEERING, 2023

LANGUAGES

- French
- English
- Swedish (A1 level)